

User Manual

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1 Introduction

1.1 Welcome to AquaSoft® SlideShow

We are happy that you have decided to buy **AquaSoft® SlideShow**. **AquaSoft® SlideShow** is the perfect solution for creative use of your snapshots. In the shortest time your images will fly, zoom and rotate around the screen and delight you with innumerable effects.

With only a few clicks is such a slide show created and burned to DVD or CD, ready to be handed down or for a relaxing night on the sofa.

Plunge into the world of **AquaSoft® SlideShow**. You won't regret it.

[Quick guide on how to create a slide show](#)

Legende:



Features that show this picture are introduced in **AquaSoft® SlideShow** in an example slide show.



Features with this picture are explained further in a tutorial in the help. Just click the picture to get to the tutorial.



The exclamation point indicates important information. We strongly recommend that you read them.



The small i shows that the text is of informative value. It doesn't have to be read, but it is, to all intents and purposes, interesting.



The light bulb points to tips you don't want to miss.

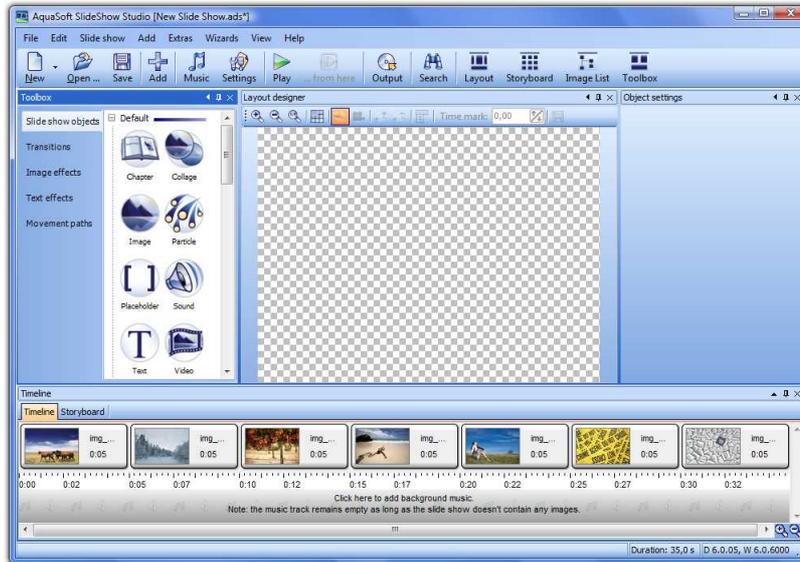
2 First steps

2.1 First steps with AquaSoft® SlideShow

Start the program, then select an empty 4:3 slide show in the **"Welcome dialog"**.

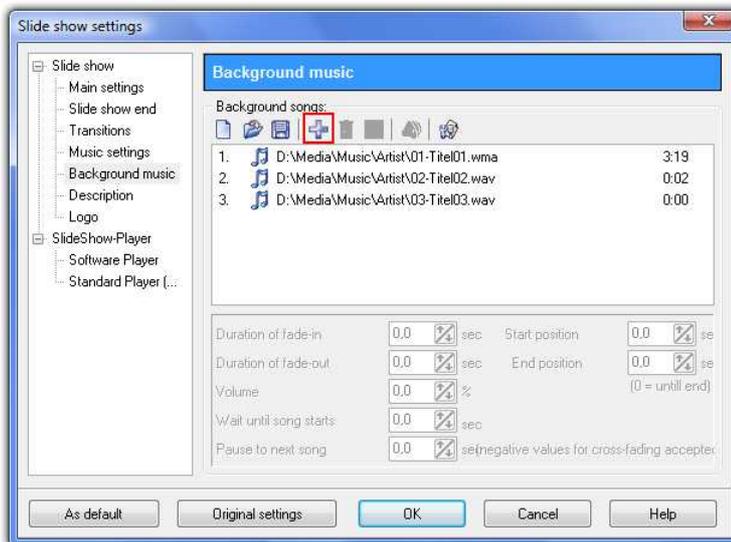
Before you start with your work switch to **"View" -> "Layout"**. Here you will also find the **"Timeline"**.

1. Adding images



You can select and add photos via **"Add" -> "Images"**. You also can add whole directories via **"Add" -> "Directory"**. The selected images will be displayed in the **"Timeline"**. By using **"Edit" -> "Sort"** you can get the images into a certain logical order, e.g. by their EXIF-exposure date. Naturally, you sort your images manually, as well.

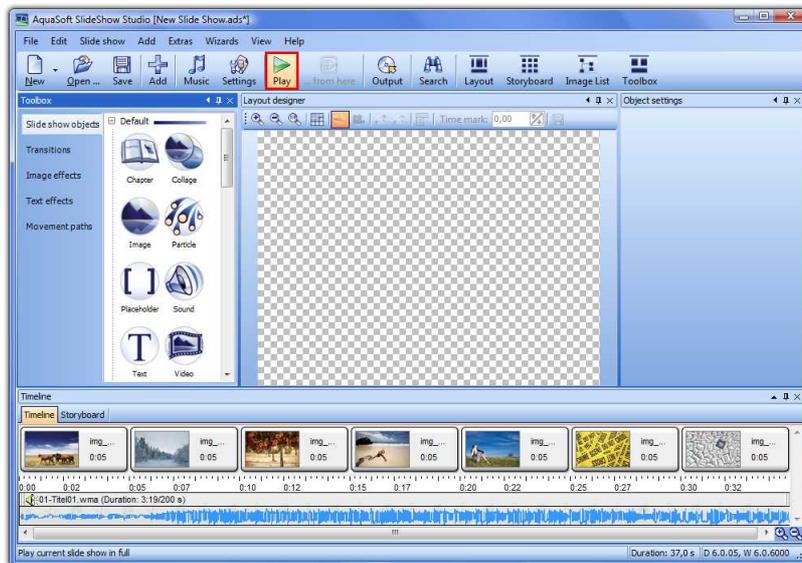
2. Adding background music



Music enriches your life and your show. Via **"Add" -> "Background music"** you can select music titles by clicking the **"Plus"**-button. The order of the titles can be changed by moving them with the mouse.

Remove titles from the list by clicking the **"Trash bin"**-button. If you select a title you can adjust its settings. Then click **"OK"**. The music titles will be displayed in the **"Timeline"**.

3. The show can begin



This quick you can see results. In two steps you added pictures and music, and now you can play your show. To do this click the **"Play"**-button in the menubar or **"F9"**. Transitions are selected randomly and each time you play the show your images have a different transition.

That's not enough yet? You want to specify the display duration, enter text and define transitions yourself? No problem with **AquaSoft® SlideShow!**

4. Image properties

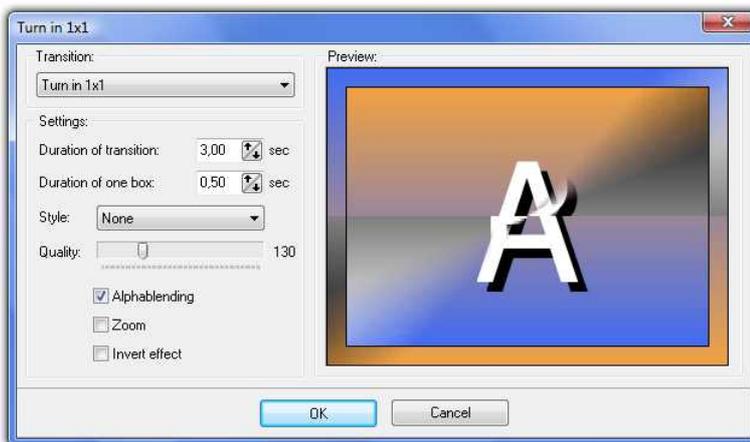


Select the first image. On the right side you will find the image properties. Here you can assign a fixed transition, text and comments to the image. You can also customize the duration of the image.



If you want to change the duration of several images at once select all images that are to be edited via **"Ctrl"+"A"** in the Image list and change the value of the duration. It will be assigned to all selected images. Under Program settings you can also change the default value for the duration. These changes then apply to all images that have **"Use default duration"** checked.

5. Specifying transitions

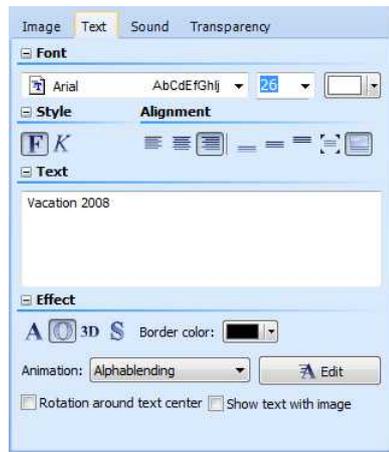


If you don't want to leave the transition to chance select the one you want from the list. If you click the **"Adjust"**-button you can further edit the transition properties.



With the -button (**"... from here"**) in the menubar you can play the show from the position of the currently selected image.

6. Text fade-in



Under object settings for images you can find the tab **"Text"**. Here you can enter text to accompany the image and also add formatting. The text can have an animation applied as well. After clicking the **"Edit"** - button you can customize this animation and specify whether or not to leave the text in place after playing the image. If you activate the function **"Show text with image"** the text will be displayed together with the image and will not be animated separately.

7. Commenting images



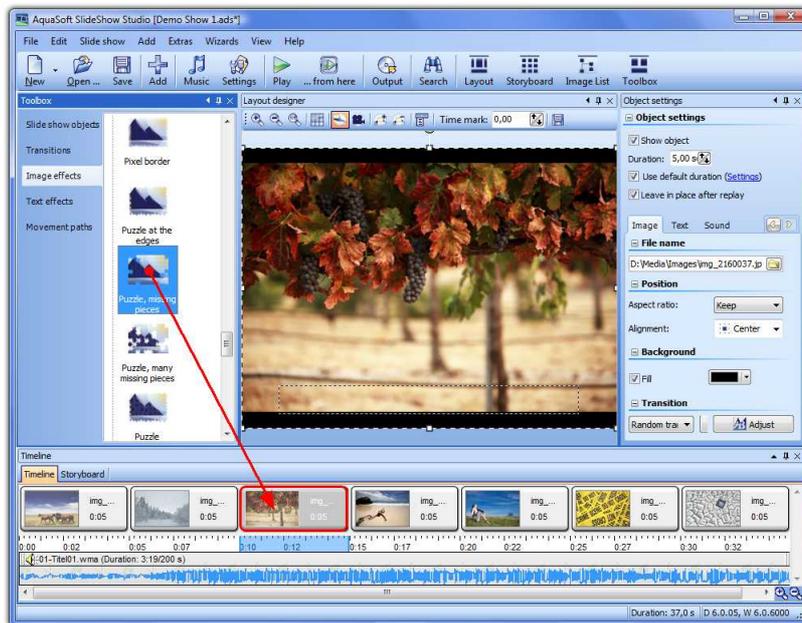
On tab **"Sound"** you can record a comment via a connected microphone. To do this click the **"Record"** -button. The duration of the image will be automatically adjusted to the comment. Alternatively you can assign a specific sound file to the image. Click on the yellow folder to select the file.

8. Ken Burns Effect



SlideShow provides predefined **"Movement paths"** in the **"Toolbox"**. Among them you can find the **"Ken Burns Effect"**. Drag the Ken Burns Effect from the **"Toolbox"** directly to an image in the **"Timeline"**. Now play that image. There are many more options to animate images with zooms and camera pans. You can find more information about this at a later point in this manual.

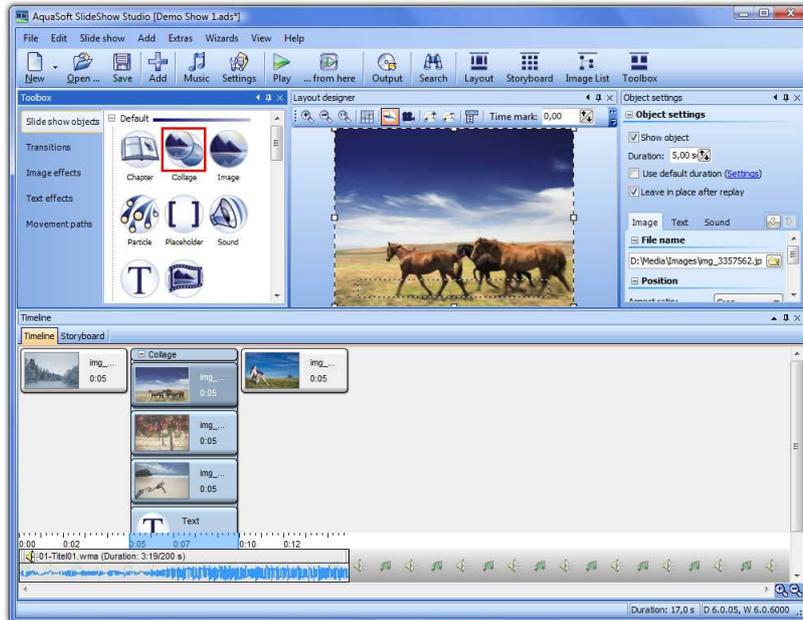
9. Image effects



Just as easy as adding a Ken Burns Effect you can assign other special **"Image effects"**. To do this go to **"Image effects"** in the **"Toolbox"**. Drag an image effect to an image in the **"Timeline"**. Click on this image and you will see it in **"Layout designer"** with the effect applied.

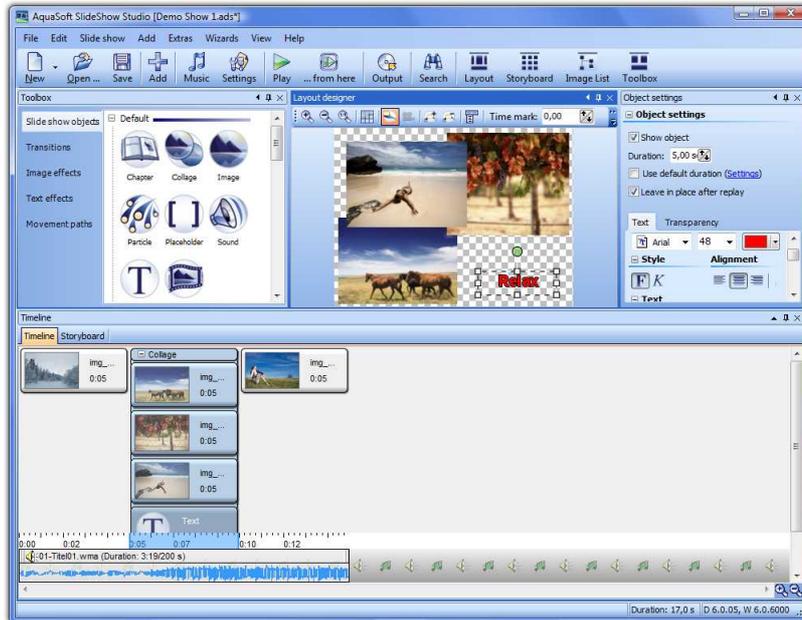
Image effects influence how an image is displayed. They are not transitions. Those you can find in the image properties (Box 4 on this page) and under **"Transitions"** in the **"Toolbox"**.

10. Creating a collage



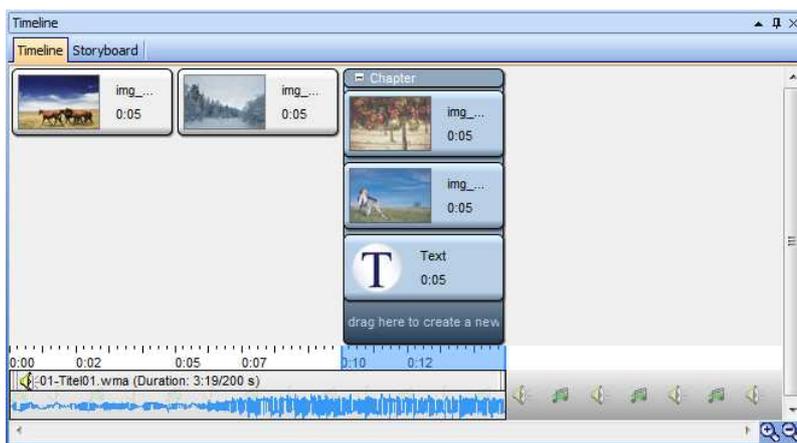
In the **"Toolbox"** you can find the **"Collage"** -object. It allows to display several images and texts at the same time. Simply drag it from the **"Toolbox"** to the **"Image list"** to insert it into the slide show. Now select those images from the Image list that you wish to include into the collage and drag them to the **"Collage"** -object. Expand the collage so that the images are displayed. Under object settings for collages you can select the transition you want to apply.

11. Editing a collage



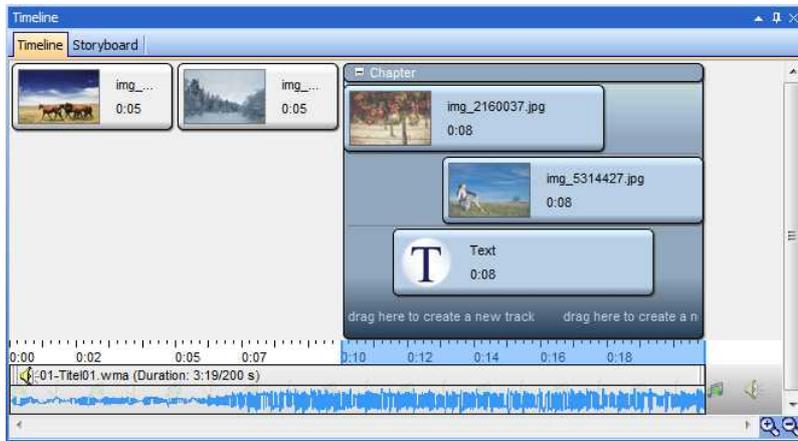
Select the first image in the collage and resize it in **"Layout designer"** by using the position frame at the edges of the image. Now position the image. Repeat these steps with all images in the collage. In the Toolbox you can also find the **"Text"**-object. Select the last image in the collage, then click the **"Text"**-object to insert it. The text will be added as the last object of the collage. On the **"Text"**-tab in Object setting you can add and format text. Now position it. Select the collage from the Image list and click the **"... from here"**-button to play the collage.

12. The powerful chapter



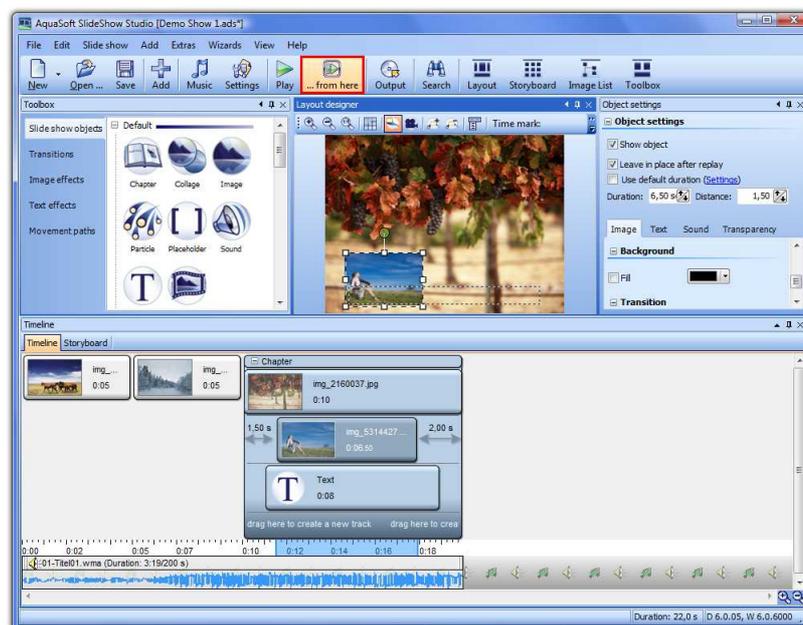
One image track is not enough for you? Then you can utilize the chapter. In contrast to the collage images and text inside a chapter don't lose their own animations and can also be temporally offset. Insert a **"Chapter"**-object and drag two images into the chapter. Open the chapter by clicking on the **"Plus"**-symbol, select the last image in the chapter and then double-click the **"Text"**-object in the **"Toolbox"** to add text after the image. To create a new track move the second image in the **"Timeline"** under the first. A red bar appears, which helps you with the positioning. Now move the **"Text"** underneath the second image and assign an animation to the **"Text"**-object via the **"Object settings"**.

13. Temporal fine tuning



Extend the duration of the first image to 10 seconds. To do this simply drag the right edge of the preview image farther to the right. Then move the second image to the right also using the mouse. Extend the text and move it inside the **"Timeline"** a few seconds to the right. Select the **"Chapter"** and click the **"... from here"**-button. The text appears after the first image has been displayed for a few seconds and will be shown with an animation. In this example the text will also be shown in the second image.

14. Chapters can do even more



Chapters offer a variety of other options. Decrease the size of the second image inside the **"Layout designer"**. In **"Object settings"** deactivate the function **"Fill"**. Now move the image a little inside the **"Timeline"**. Play the chapter again using **"... from here"**. This way you can easily create many different picture-in-picture effects.

15. The chapter on a DVD?

The chapter also serves to divide the show into different parts. It helps to keep the overview in large shows. In addition these chapters can be utilized in a DVD-menu later. (Feature of **SlideShow-Manager**, which is part of **SlideShow Studio 6**.)

After to finished the creation of your show you can create a DVD for the DVD-player. This isn't necessary if you wish to continue to play the show on the PC.

16. Burning

Under "**Wizards**" you can find the "**SlideShow-Manager**". Here you can specify which menu to use to create your DVD. Select a template, then go to "**Project**" -> "**Burn project**". The "**Video-DVD**" is for the DVD-player. A self-starting CD/DVD for PC will be created under "**PC show**".

If you're using **SlideShow Deluxe 6** select "**Video-Wizard**" to create a DVD for DVD-player. The "**CD/DVD and Archive Wizard**" creates a self-starting CD/DVD for PC.

The conversion of a slide show into a video can take some time. After that you can put the burned DVD in your DVD-player and start the show.

Now you've created a slide show with effects and background music. Your family and friends will be impressed.

Naturally, there is much more to discover, and you can now start with experimenting with the **multitude of other possibilities** in **AquaSoft® SlideShow**. Editing images, using zoom functionality, recording comments, burning CDs/DVDs, etc.

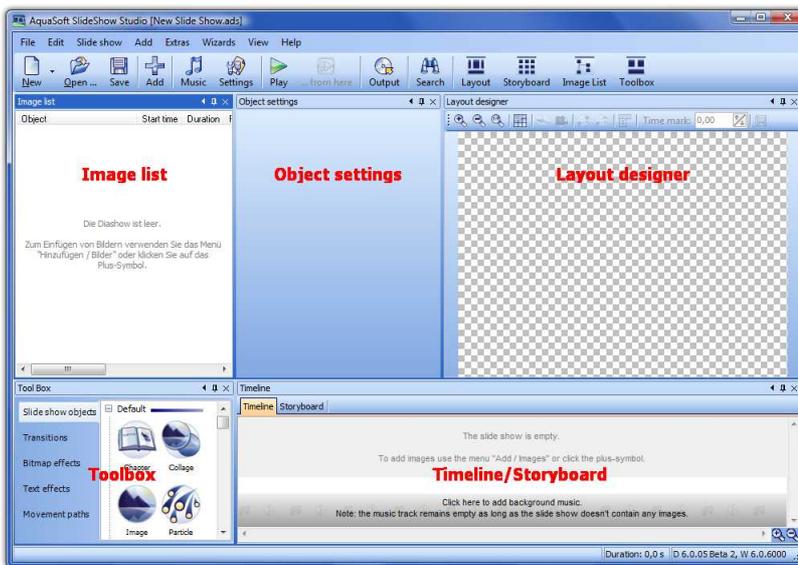
2.2 Program overview

Structure of the user interface

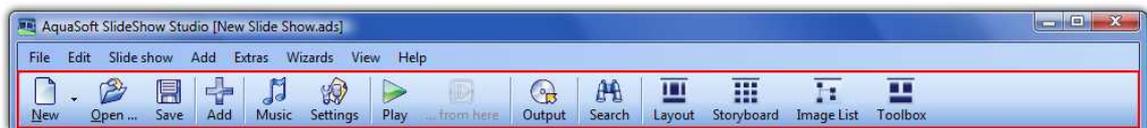
AquaSoft® SlideShow includes several tools to edit your show. In the following graphics you get an overview over the available controls. Often will be talked about objects. Objects are **all** element that can be added to a slide show, e.g. images, text, music or collages.



The description of the controls is given with respect to the "**Layout**" view. You can select it via "**View**" -> "**Layout**".



The toolbar



Creates a new empty show.



Opens an existing show.



Saves your show.



Adds images to your show.



Opens the dialog to add background music.



Opens the slide show settings. The settings only apply to the currently opened show.



Plays your show from the beginning.



Plays your show from the current position.



Opens the Export Wizard.



Allows to search for text, file names and keywords inside your slide show.



Loads SlideShow's **"Toolbox"** view.



Loads SlideShow's **"Layout"** view.



Loads SlideShow's **"Storyboard"** view.



Loads SlideShow's **"Image List"** view.

The Image list

All objects of your current slide show are displayed in the **"Image list"**. In addition, further useful information about the objects are displayed as well.

Object	Start time	Durat...	File Size	File Date	Sound	Text	Track	Keywords	EXIF	File name
1. img_2787906.jpg	0,0 s	3,0 s	62.099	17.07.2...					✓	Media\Bi...
2. Chapter	3,0 s	18,...								
1. img_2160037.jpg	3,0 s	18,...	66.380	17.07.2...			1		✓	Media\Bi...
2. Text	3,0 s	12,...				✓				
3. Chapter	21,0 s	26,...								
1. img_3357562.jpg	21,0 s	20,...	125.332	17.07.2...			1		✓	Media\Bi...
2. img_4322440.jpg	24,0 s	20,...	18.048	17.07.2...					✓	Media\Bi...
3. img_5314427.jpg	27,0 s	20,...	20.815	17.07.2...					✓	Media\Bi...
4. Text	24,0 s	20,...				✓				
4. img_4218770.jpg									✓	Media\Bi...
5. img_4696750.jpg									✓	Media\Bi...

Here you can see the start time and duration of the objects. For images there is an entry for file size, file date and file name.

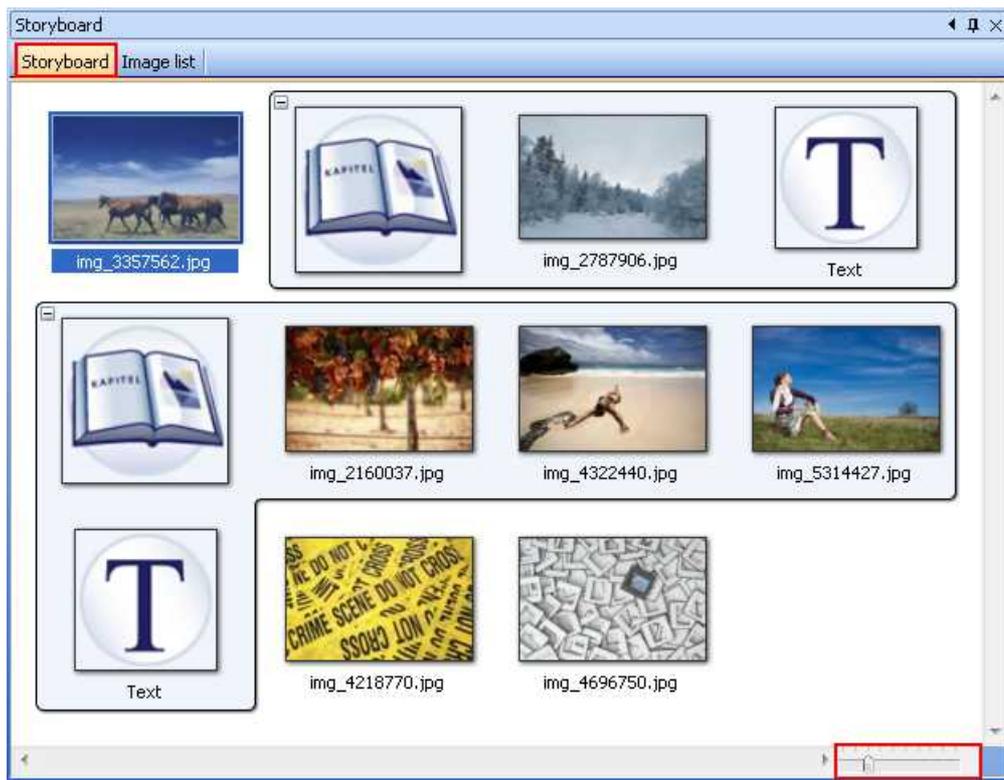
A check mark in the **"EXIF"** column means that the image contains EXIF data (e.g. exposure date, camera model and image resolution). These can be displayed in AquaSoft® SlideShow. More information about this can be found in chapter [variables](#).

Another important column is **"Track"**. It shows in which track of the **"Timeline"** your object is located. If this entry is empty then your object is in the first track. But you can create multiple tracks inside a chapter, and the column "Track" informs you about the object's track number. Of course you can also see this in a graphical way inside the **"Timeline"**.

You can change the order of the images by moving them with the mouse.

The Storyboard

Here you can switch to the **"Storyboard"**. It shows a small preview, called thumbnail, of all images in the show. This makes it easier to find a certain image in case your show grew rather large. Here too you can change the order of the images by moving them with the mouse.



With the slider at the bottom edge of the **"Storyboard"** you can specify the size of the thumbnails.

The Layout designer

The **"Layout designer"** is your preview window. Here you can see how images and text will be displayed on the monitor.

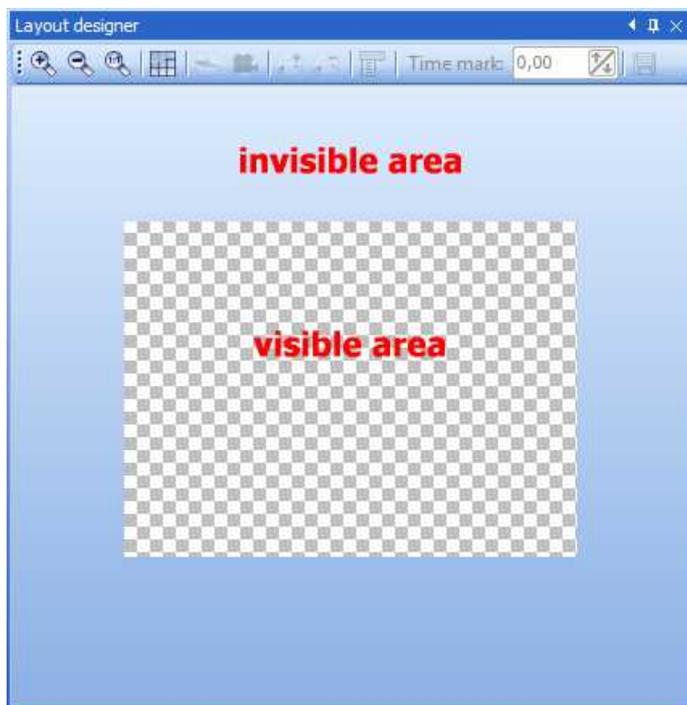


The following icons are available in "**Layout designer**":

-  Zooms into the preview in Layout designer.
-  Zooms out of the preview in Layout designer.
-  Sets the view/window size back to its normal size
-  Toggles the raster that objects can be magnetically aligned on

[Zoom](#) and [camera pans](#) can be set in "**Layout designer**" by defining movement marks. You can find the necessary buttons in the toolbar of the Layout designer. They will be explained in the respective chapters.

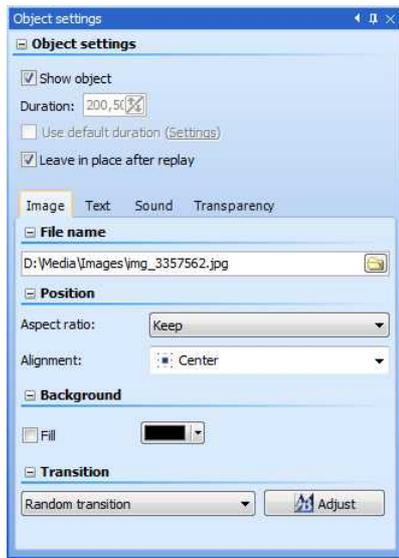
There are two distinct areas in Layout designer - the visible and the invisible area.



The visible area represents your monitor. Everything inside this area will be displayed later on the monitor. The invisible area is outside the visible area. We need it to be able to let text, images and other objects fly into the visible area. It means that movements can already take place outside of the visible area and then continue to move into the visible area. This way you can for instance let text run from left to right over the screen. The magnifier icons can be used to increase or decrease the size of the visible area.

The Object settings

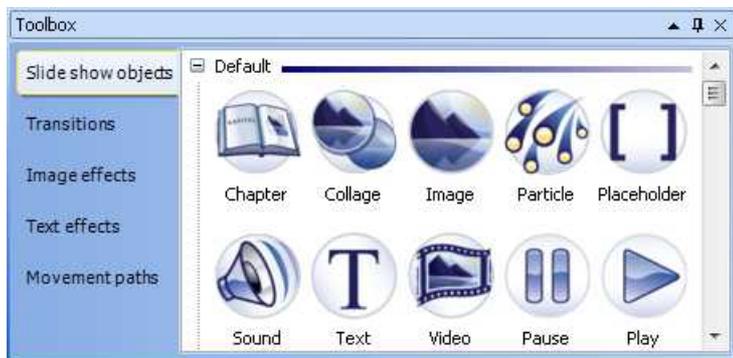
Each SlideShow-object (image, chapter, collages, ...) has certain properties that will be displayed when you select the object in Image list, Timeline or Storyboard. In the following graphic you see the settings for an image. Objects and their properties will be explained in more detail later in this documentation.



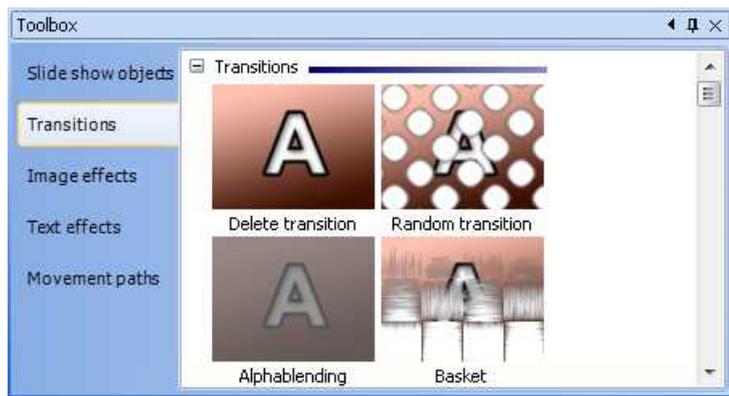
You can specify the duration of your image and its transition, for example. On the **"Text"**-tab you can add and format text. And on the **"Sound"**-tab you have the option to assign a special comment or sound to your image.

The Toolbox

The **"Toolbox"** is the place where you find all the objects that can be added to a slide show. You can click on them and drag them with held-down mouse button to position in the **"Image list"**. This process is called drag&drop. By double-clicking an object it will be added at the end of the show.

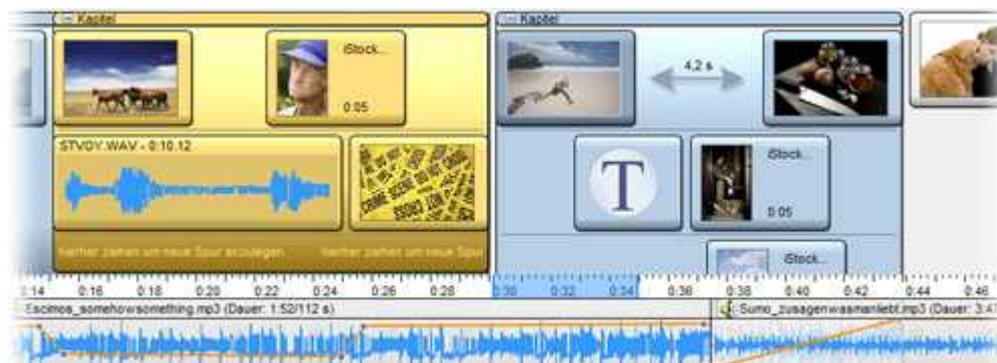


When you click on the **"Transitions"**-tab in the Toolbox you find a large selection of pre-defined transition effects. Click on a transition and you will get a small preview of the effect. If you want to assign a transition to an image drag it with held-down mouse button to the image (drag&drop).



The Timeline

The Timeline displays the temporal flow of your slide show and all containing images, texts and musical scores. By using "**Chapters**" you can create multiple tracks. Images and sounds can be spread over these tracks inside the "**Chapter**". You can find it in the "**Toolbox**" on the tab "**Slide show objects**".



[Here](#) you learn how to create multiple tracks.

3 Design options in AquaSoft® SlideShow

We recommend you to first read the section "[First step with AquaSoft® SlideShow](#)" prior to the following tutorials. There you will receive an insight into the basic functions of the program.

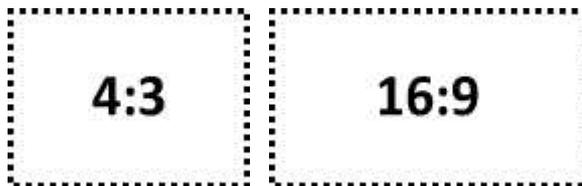
In the "[Program overview](#)" section the working environment of AquaSoft® SlideShow is explained to you.

3.1 16:9 or 4:3?

At first you have to specify the aspect ratio you want to create your slide show in. The aspect ratio defines the ratio between image width and image height.



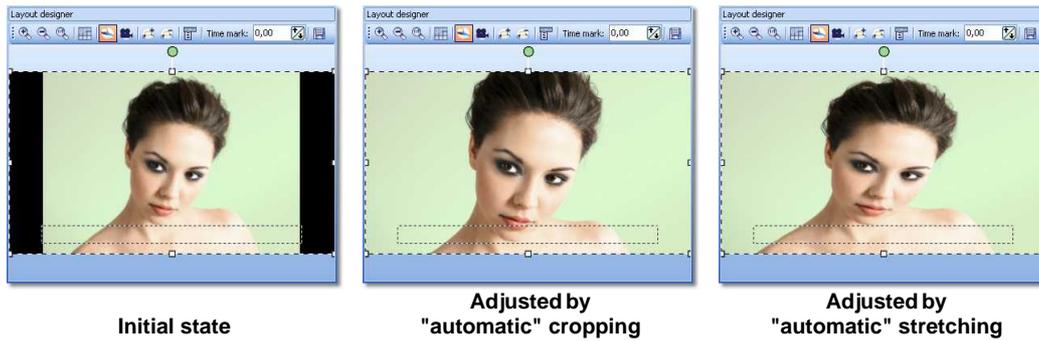
If you want to show your slide show on TV later the aspect ratios of 4:3 and 16:9 come in handy. Older CRT-TVs only support the ratio of 4:3, while modern flat-panel TVs support both 4:3 and 16:9.



If your images are in format 4:3 or 3:2 (digital single-lens reflex cameras) select 4:3 as aspect ratio.

If they are in 16:9 format select this format respectively.

In case you want to use the format 16:9 even though your images don't have this format, the images need to be adjusted into the 16:9 format. This is not possible without "cropping" the images a little at the top and bottom. Without this cropping it is technically impossible to display a distortion-free image.



What do you have to do now?

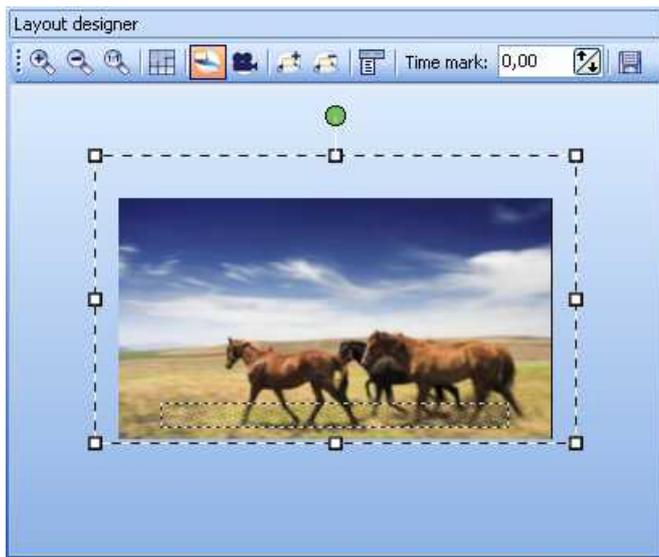
Insert an image into an empty 16:9 slide show.



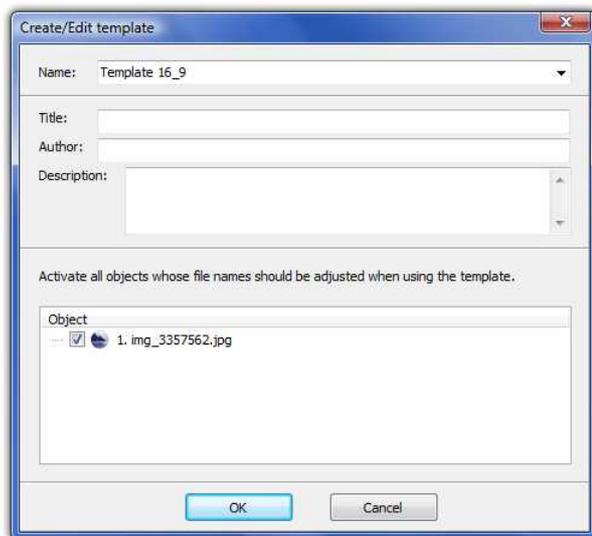
You see the black borders left and right of the image.

Decrease the size of the visible area in Layout designer by clicking on the  icon. Now increase the size of the image by dragging the handles at the corners of the position frame until the black borders disappear. At last position the desired area of the image in the visible area.

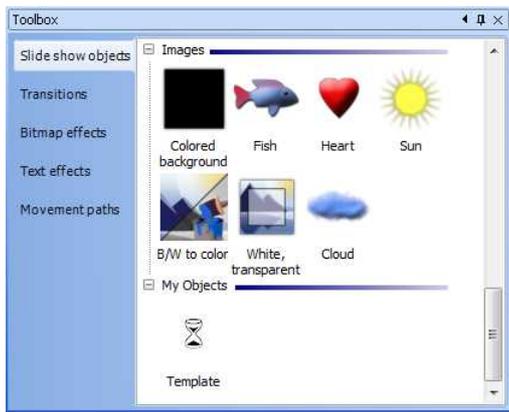
Now it should look similar to the next graphic:



You can save this positioning to a template so that you don't have to repeat this process for every single image. To do this simply drag the image from the **"Image list"** to the **"Toolbox"** and specify a name for the template in the now opening dialog.



After clicking **"OK"** you can find the template in the **"Toolbox"** under **"Slide show objects"** -> **"Custom objects"**.



To add additional images in 16:9 format, simply drag the saved template with pressed mouse button onto the **"Timeline"** or the **"Image list"**. The dialog to add images appears. Now select the images you want to add, and they will be inserted with the settings of your custom template.

3.2 Transitions

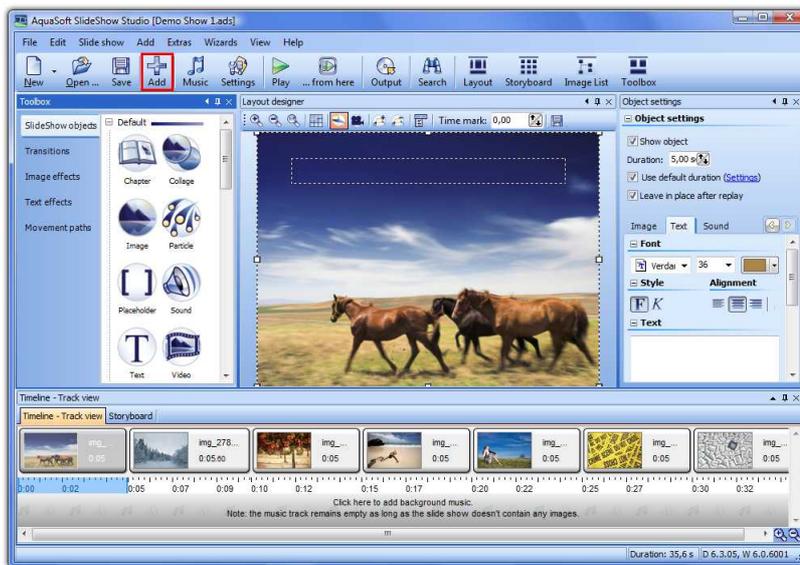


Every image in **AquaSoft® SlideShow** can get a transition assigned. This can be done by changing the settings in the **"Object settings"** window, but also via the **"Toolbox"**.

Add an image to an empty slide show. To do this use the -button in the menu bar.

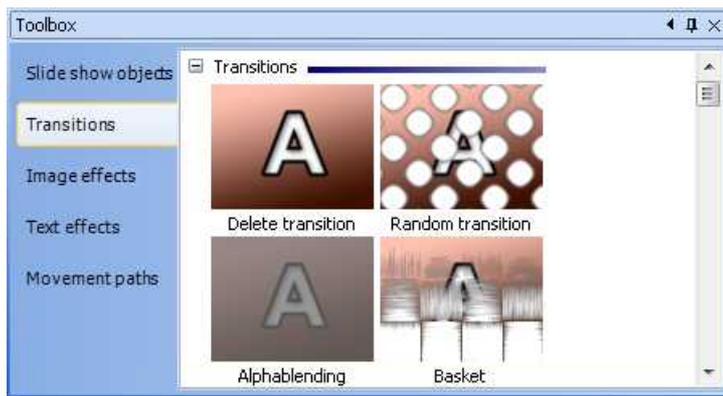


You can add several images at once by selecting them in the file selection dialog. Press the **"Ctrl"**-key and click on the images you want to add.

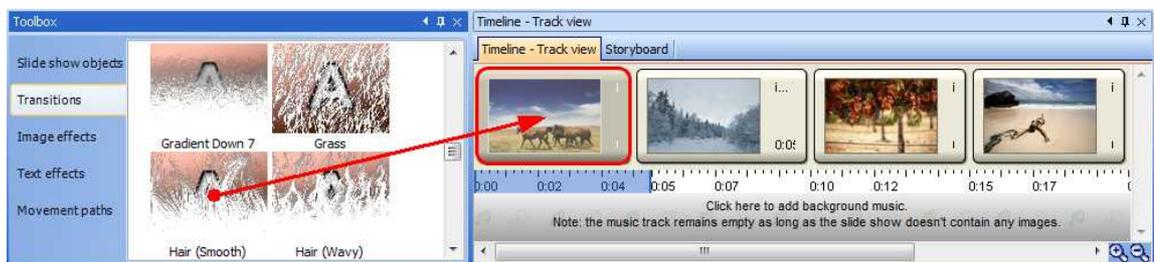


About the Toolbox

In then **"Toolbox"** you find the **"Transitions"**-tab. When you click on a transition you will get a small preview.



Via Drag&Drop (moving with the mouse) you can now assign a transition to an image. Click the transition with the left mouse button and hold it down. Move the transition to the target image in the **"Timeline"**. Release the button when a red border appears around the image.

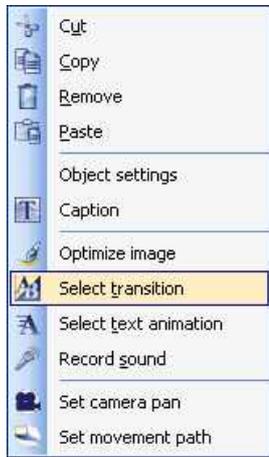


Click on the image and then on  to play the image with the transition. You can stop the replay at any time by using the **"Esc"**-key on your keyboard.

You see the specified transition in the object properties of the image. There you can also change it

and even customize it. The following text will give a more extensive description.

If you click on an image in the **"Timeline"** with the right mouse button a pop-up menu will provide you with the option to select a transition.



About the Object settings

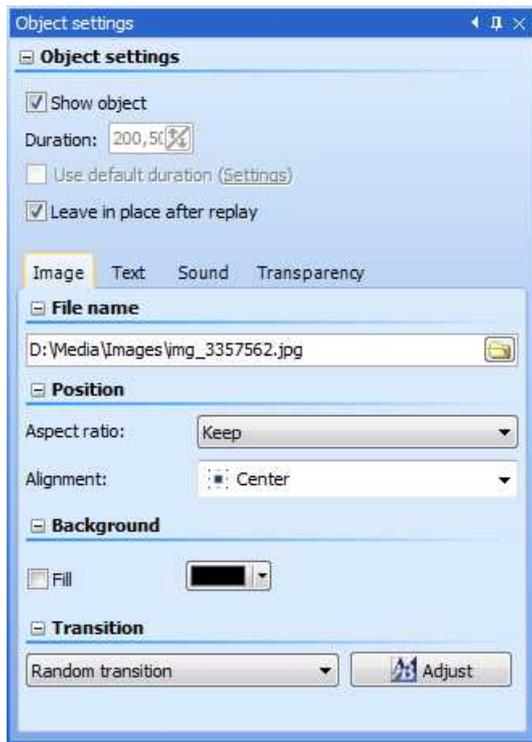
Every object in a slide show has a set of so called **"Object settings"**. In the **"Object settings"** of an image you can e.g. set the **"Duration"**, specify a **"Transition"** and enter a **"Text"**. Right now we only want to talk about the **"Transition"**. [Here](#), you can find more about **"Object settings"**.

Click on an image in the **"Image list"** or **"Timeline"**.

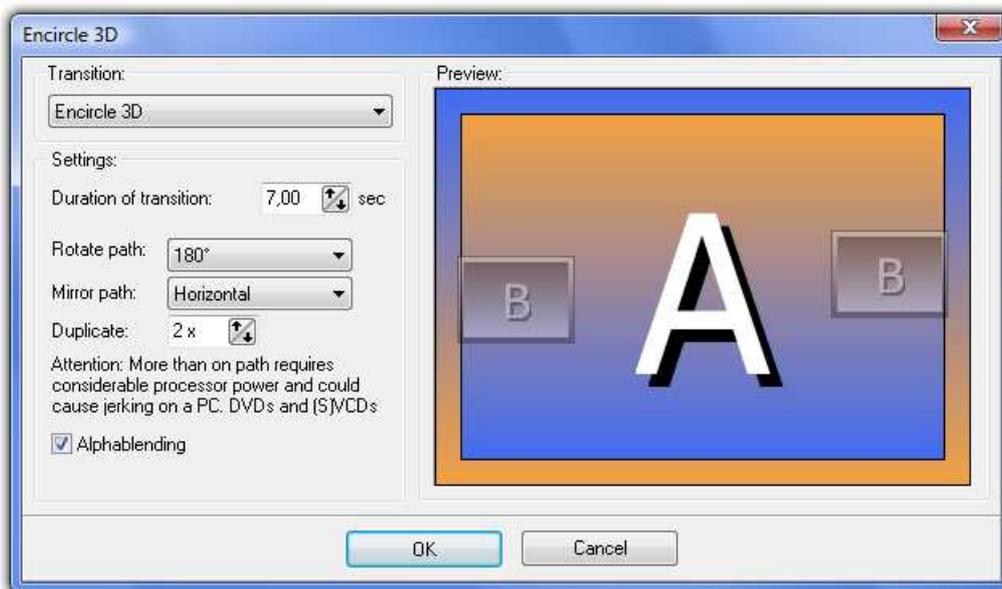


If you don't see **"Object settings"** in your current view you can open it via right-click on the image. Alternatively you can reach the **"Object settings"** under **"View" -> "Controls"**.

The transition is set on the **"Image"** -tab in the **"Object settings"**.



In the transition list you can see all pre-defined transitions and select one. Each transition is customizable after clicking on **"Adjust"**.



If you want to change the transition for several images at once just select these image in the **"Image list"** and set the desired **"Transition"** in the **"Object settings"**. It will be assigned to all selected images.

Via **"Ctrl+A"** you can select all objects in the image list. With the held down **"Ctrl"**-key and mouse clicks you can select several single images.

3.3 Text animations

Of course a slide show should also have text, and it shouldn't be just simply displayed but it should be possible to animate it.

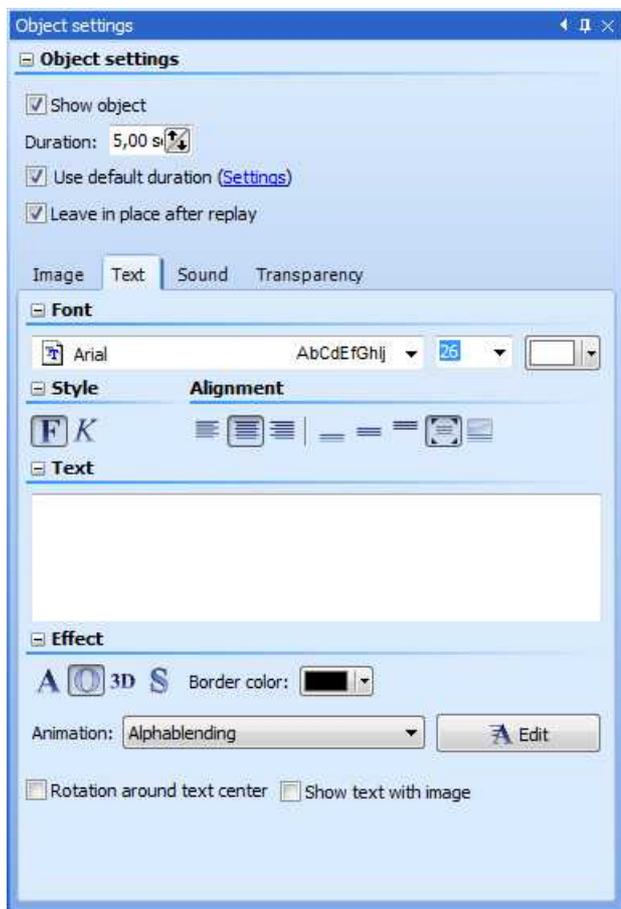
In **AquaSoft® SlideShow** you can enter text to an image or display it on a colored background. Texts also can fly over the image along freely definable movement paths.

3.3.1 Text to images

In the **"Object settings"** of an image there is a **"Text"** -tab. The **"Object settings"** will be displayed when you select an image in the **"Image list/Storyboard/Timeline"** via mouse click.



If you don't see **"Object settings"** in your current view you can open it via right-click on the image. Alternatively you can reach the **"Object settings"** under **"View" -> "Controls"**.



Here you can enter text to an image and assign formatting like font, font size and font color.

The available formatting options are almost self-explaining due to their icons, and you probably know them already from word processing applications.

The **"Alignment"** has a small peculiarity, however.



Positions the text at the lower edge of the screen.

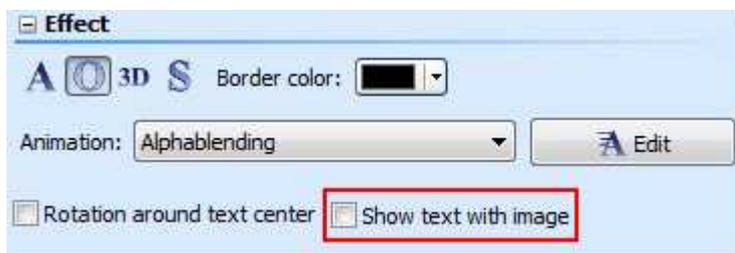
-  The text will be displayed in the center of the screen.
-  Positions the text at the upper edge of the screen.
-  **Detaches the text to be able to customize its position.**
-  The text will be displayed underneath the image. This also applies when the image is scaled smaller.

Enter the desired image caption into the text field. Specify font and font size. If you want colored text you can change the font color. Select the position of the text. If you want a customized text

position click the  -button under **"Alignment"**. All changes are immediately visible in **"Layout designer"**. In the customized position the texts gets its own position frame. This way you can freely place the text anywhere on the screen.

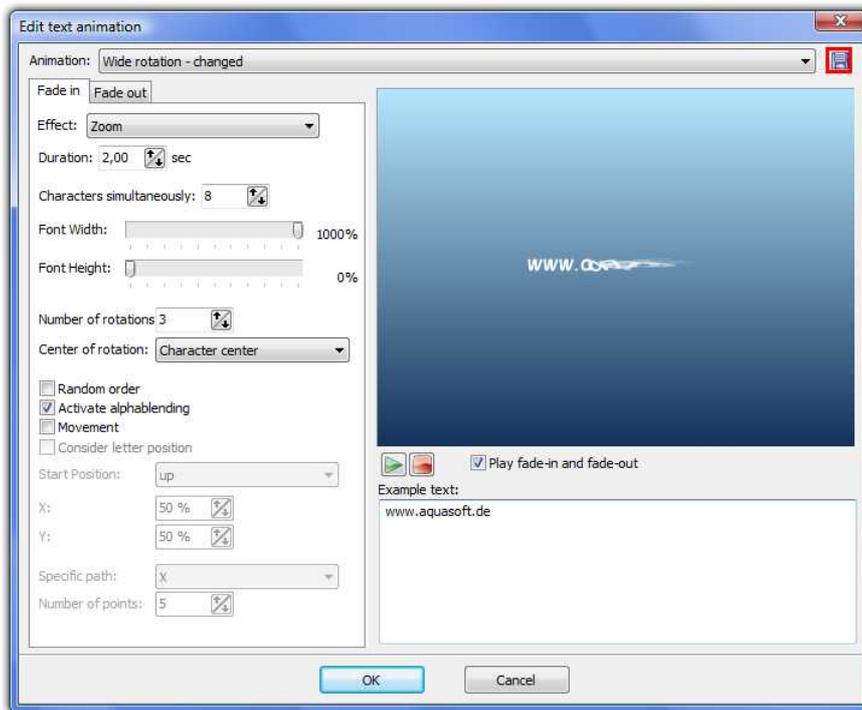


In **AquaSoft® SlideShow** you can decide if you want the text to be separately animated or to be part of the transition effect of the image it accompanies .



If you don't want a separate text animation please activate the option **"Show text with image"**.

For text that you want to be animated you can choose from a list of pre-defined animations. Click the **"Edit"** -button to adjust the settings for the animation. You can also see a preview of the animation in this dialog.



You can also open this dialog by clicking on an image in the **"Image list"** or **"Timeline"** and then on **"Select text animation"**.

Under **"Fade out"** you can specify if you want the text to stay visible until the end of the image duration and to be included into the transition to the next image or if the text fades out at the end of the image. The duration of the animation specifies when the fade-out is to be started.

If you set 3 seconds then the fade-out starts 3 seconds before the end of the image display.



By clicking the -button you can save the text effect settings you just selected. They will then be stored in the **"Toolbox"** under **"Text effects"** and can be reused at any time. Saving text effects is only possible with **AquaSoft SlideShow Studio**.

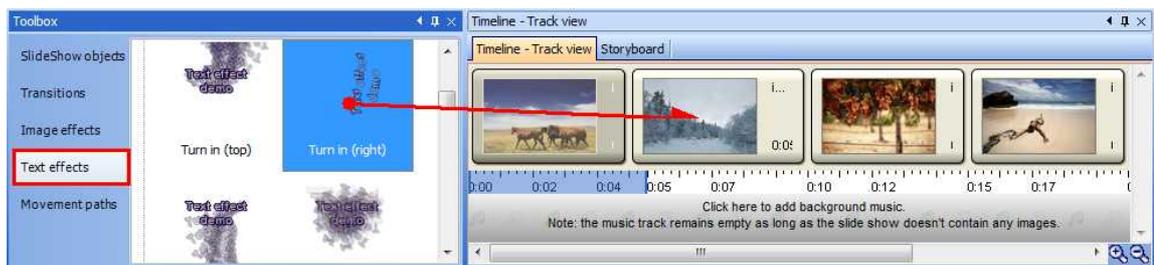
After you finished all the adjustments you can then replay the image together with the text by



clicking on .

You can find all pre-defined **"Text effects"** in the **"Toolbox"** as well. Sie können diese einfach per Drag&Drop, als durch Ziehen mit gedrückter Maustaste, auf ein Bild anwenden.

Klicken Sie einen „Texteffekt“ an, so erhalten Sie eine Vorschau.



As described above, you can enter and format text on the **"Text"**-tab in the **"Object settings"**.

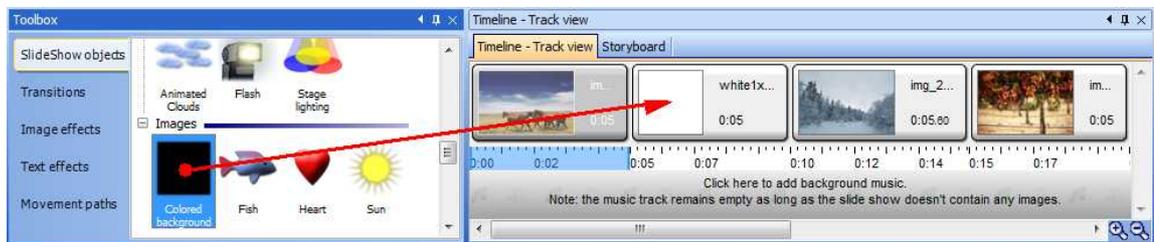
3.3.2 Text without an image

In the **"Toolbox"** under **"SlideShow objects"** there is the **"Colored background"**. With this you can fade in text independently of images. The **"Colored background"** can even be faded in animated.

To insert it, double-click the **"Colored background"** or drag the object into the **"Image List"** or onto the **"Timeline"** with the mouse button pressed down.



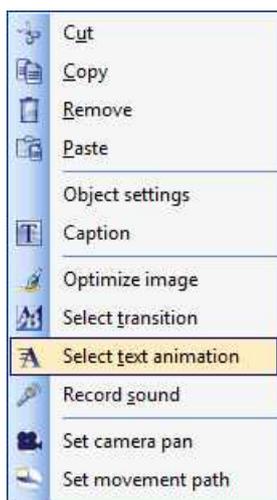
When inserting it with the mouse button pressed down, you can also determine the desired position on the **"Timeline"** and in the **"Image List"**. Should you wish to add the **"Colored background"** between two images, drag the object to the desired place with the mouse.



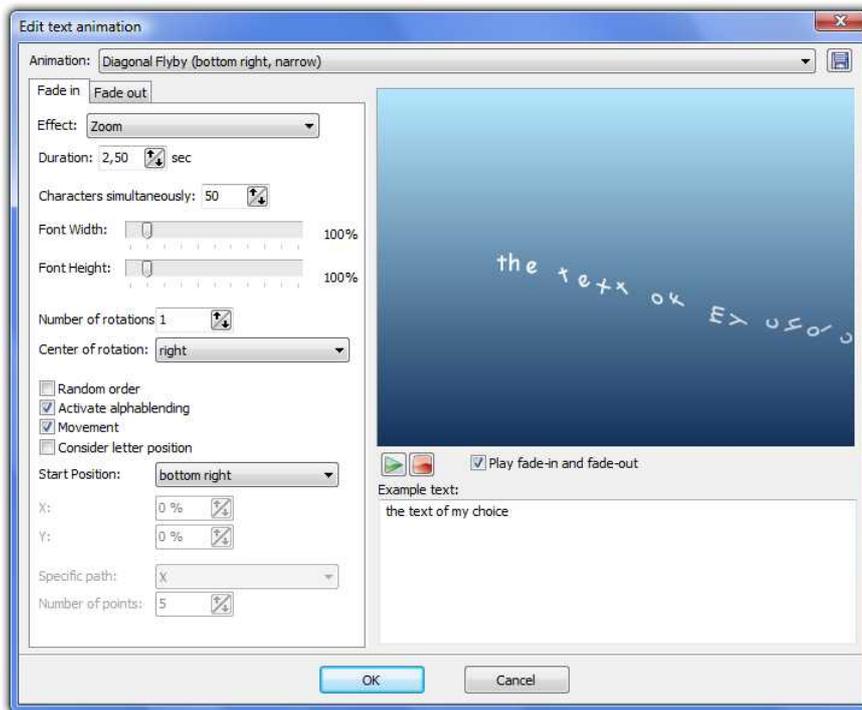
The **"Colored background"** is shown on the **"Timeline"** as a white image. In the **"Image List"** it is listed as **"white1x1.png"**.

The text can now be entered as with a normal image.

On the **"Timeline"**, click the object with the right mouse button and select **"Select text animation"**.



Now the **"Edit text animation"** window opens. There you can enter the desired text and select and edit a corresponding animation.



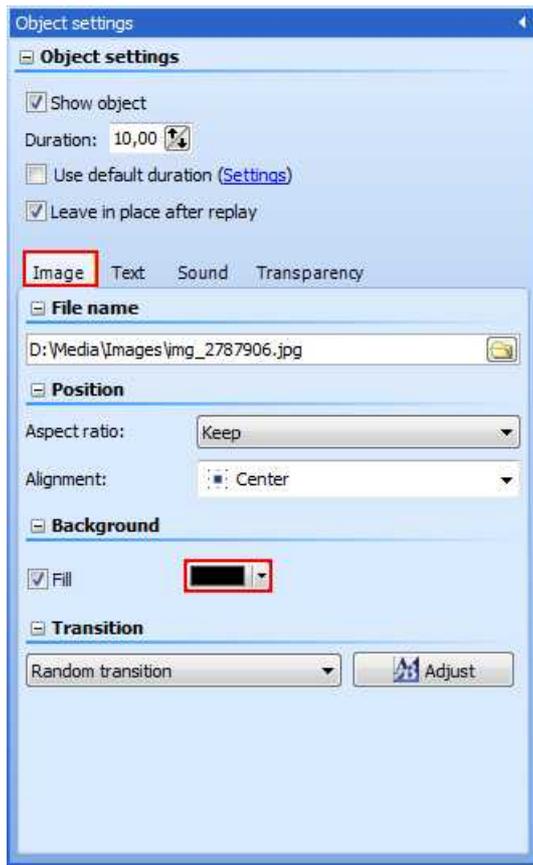
Under **"Fade out"** you can determine whether the text should remain visible until the end of the image and should be cross faded with the next image, or whether the text should be faded out prior to the end of the image. In this respect, the duration of the animation determines when the fading out should begin.

Should you set 3 seconds, the fading out is started 3 seconds before the image finishes.



With **"OK"** your entries are accepted and you can use  play back the text animation on the screen.

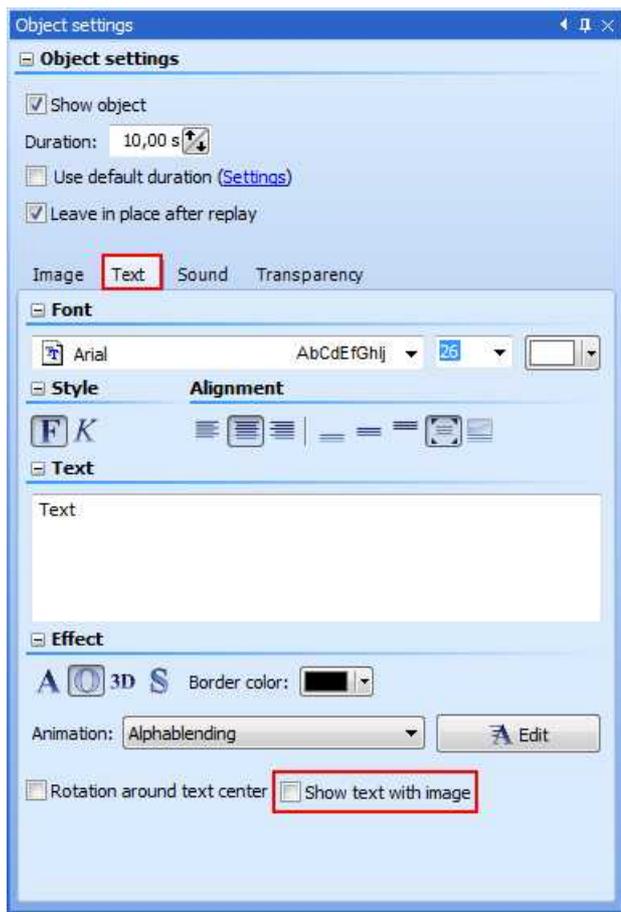
The background is now shown in black. If you wish to have a different color, you can do this in the **"Object settings"** of the **"Colored background"**. For that purpose, you have to click the object in the **"Image List"** or on the **"Timeline"**. Should the **"Object settings"** not be shown in the view available to you, you can also retrieve them by right-clicking the object.



By clicking the selected button you can change the background color.

You can also have the colored background faded in animated. Under **“Transitions”** you can select a cross fading effect.

Under **„Text“** you can carry out the formatting of the text, as well as change the color of the font.



Should the text not be faded in animated, but together with the colored background, check the **“Show text with image”** option.



The **“Colored background”** can also be used to **dim out/fade out** images. Should a black background color be set and a cross fading effect selected, it has the effect on the observer of a fading out of the previous image. In this way you can end a slide show in style.

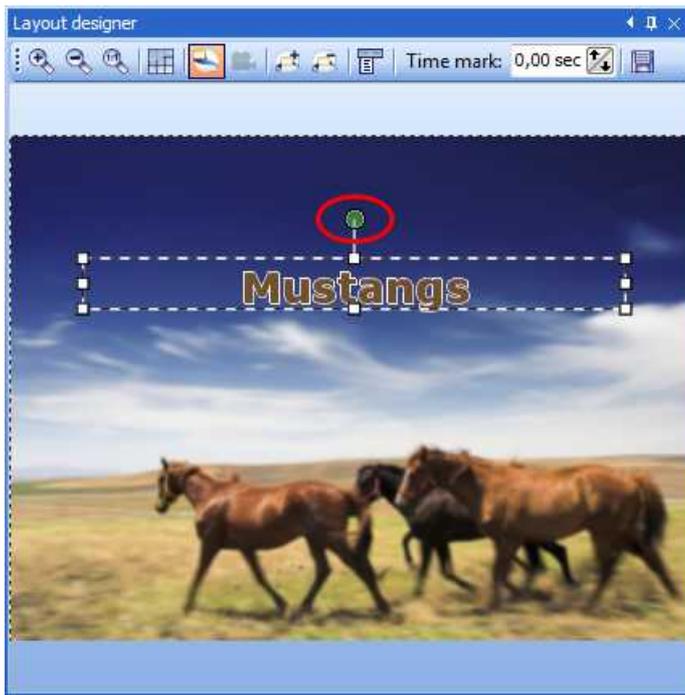
3.3.3 Rotating text

Adding texts to images or a colored background has been described in previous chapters. This chapter is about their rotation functionality.

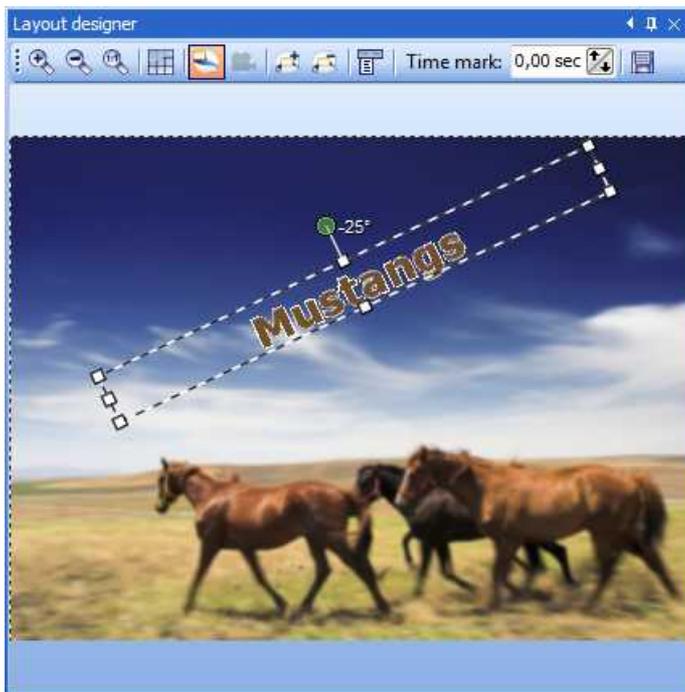


This feature is only available in AquaSoft® SlideShow Studio.

First add a text to an image. This should look similar to the following graphic in **“Layout designer”**



Please note the **"green handle"** above the text. You can use it to rotate the text. Click the handle, hold down the mouse button and move the mouse in a rotating motion.

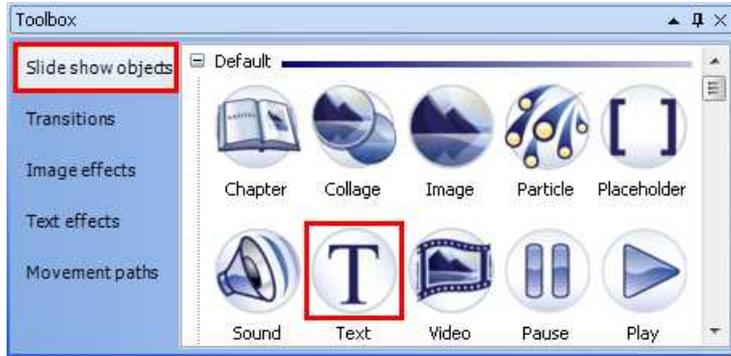


The number next to the green handle shows by how many degrees the text has been rotated. You can find more information about the use of rotated text in chapter [„Letting texts fly“](#).

3.3.4 Multiple texts

In **AquaSoft® SlideShow** there is also the possibility of fading in multiple texts either simultaneously or with a time delay.

In the **“Toolbox”** there is the “text” object for this purpose.



Fading in multiple texts, in sequence

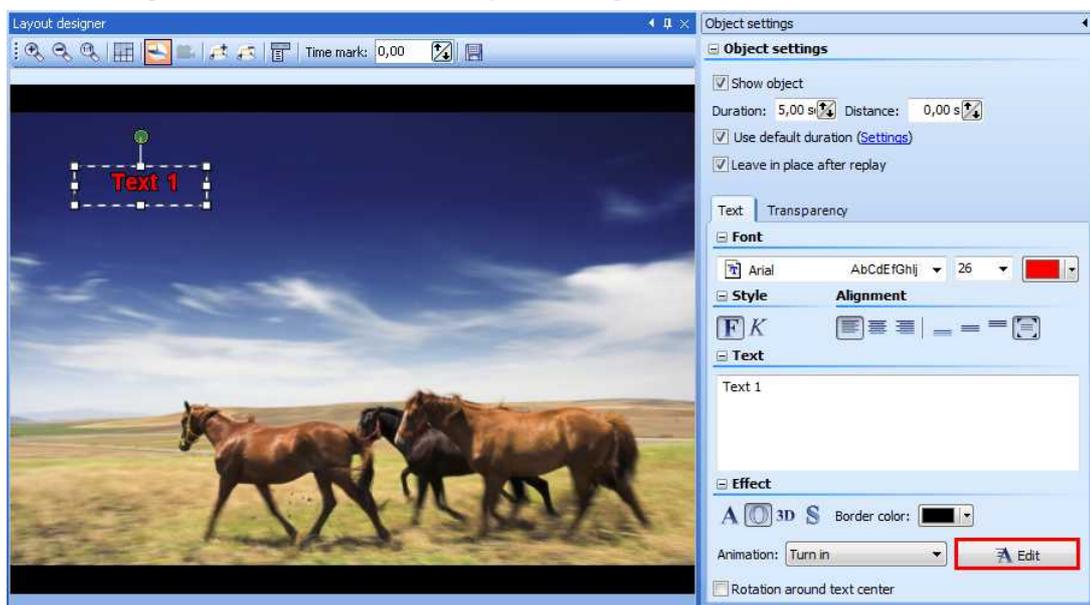
In this example 3 texts to an image appear, in sequence. The number of possible texts is not limited.

Insert an image. Using the **“Toolbox”**, now add 3 **“Text”** objects. You can do this with a double-click or by means of drag-and-drop (dragging with the mouse) into the **“Image List”** or onto the **“Timeline”**.



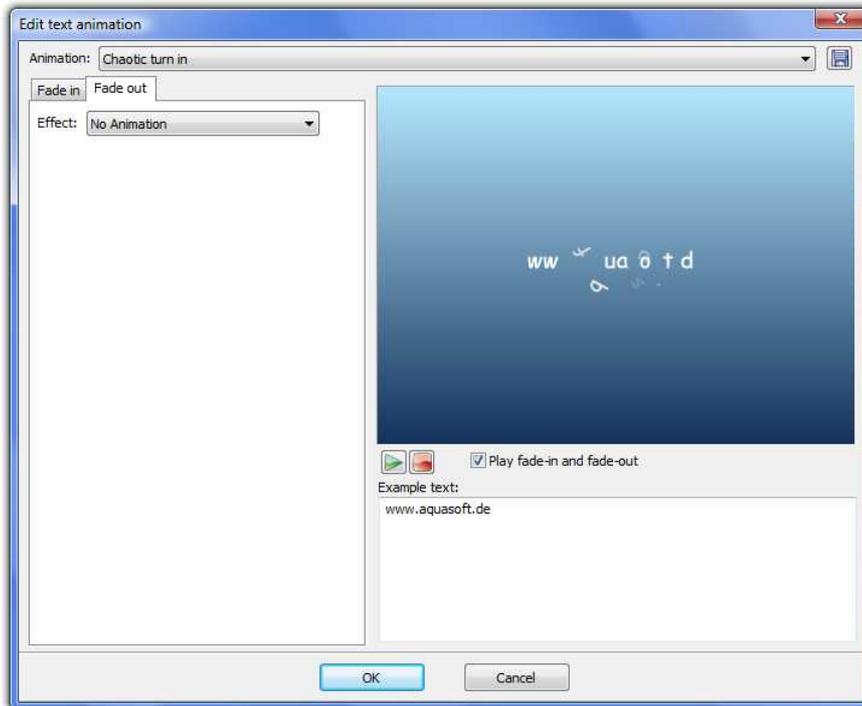
Now select the first **“Text”** object. In that respect, it does not matter whether you click it in the **“Image List”** or on the **“Timeline”**.

In the **“Object settings”** of the **“Text”** object, you can now enter your desired text and carry out the formatting. Position the text in the **“Layout Designer”**.



Select an animation and then call the editing function of the text effect via **“Edit”**.

So that the text is not faded out again before the next text is shown, the **“No fade out”** option must be set under **“Fade out”**.



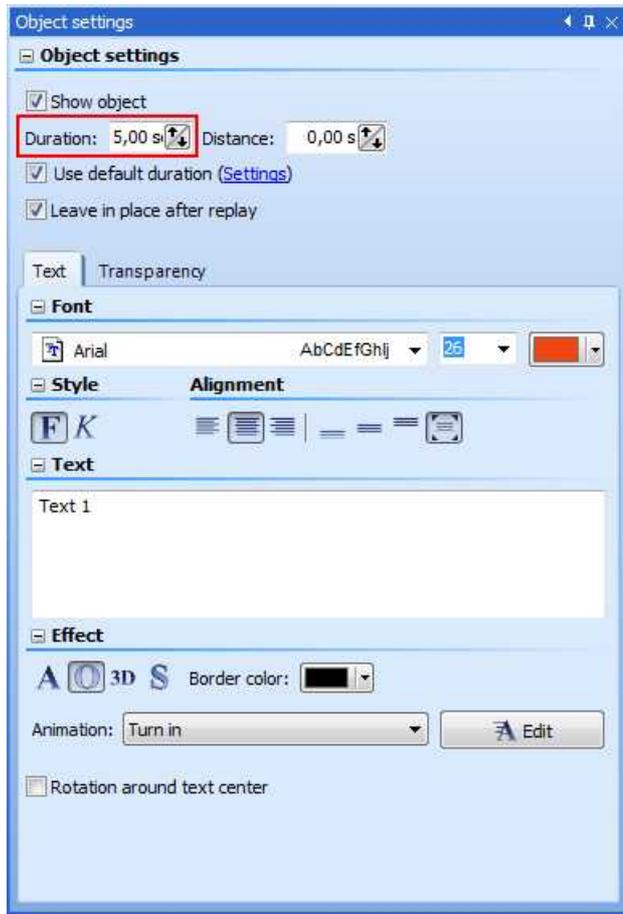
You can also have the text faded out if it is no longer supposed to be visible when the subsequent text is displayed.

Now repeat the steps with the second and third **“Text”** object.



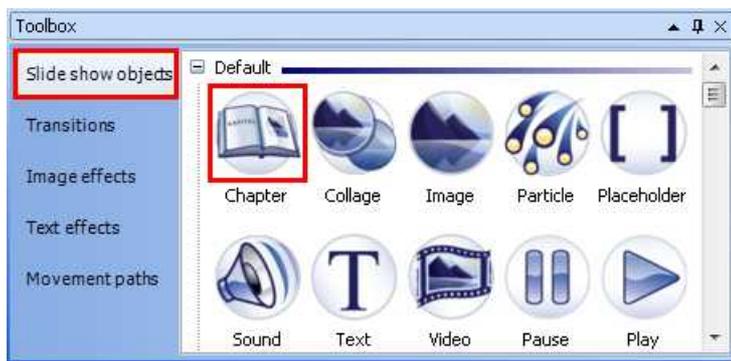
Then play back the little show with .

In the **“Object settings”** of the **“Text”** objects you can change the holding time of the texts.



Showing multiple texts simultaneously

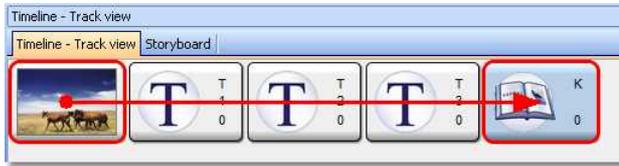
In order to now not show the texts in sequence, but simultaneously, the **“Chapter”** object is required. Use the little show that you have just created.



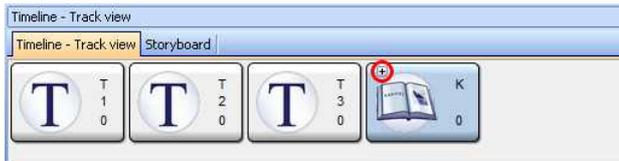
Add the **“Chapter”** object into your show.



The **“Chapter”** can have several tracks and therefore show the **“SlideShow objects”** in parallel/simultaneously.



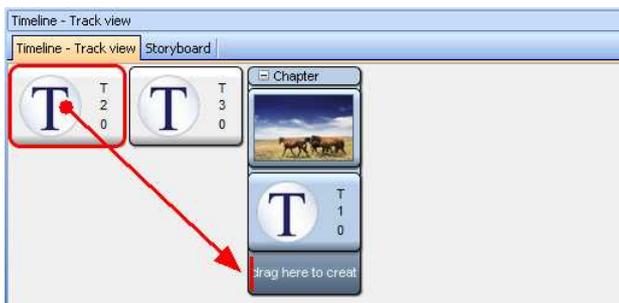
Click on the image on the **“Timeline”** and drag it with the mouse button pressed down to the **“Chapter”** object. The **“Chapter”** is framed in red if you go over it with the mouse. If this red frame appears, "drop" the image.



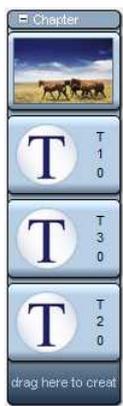
After that it looks like this on the **“Timeline”**. You now have to open the **“Chapter”**. There is a little plus symbol for that.



Now drag the first **“Text”** object into the **“Chapter”**. Drag it to underneath the image in the **“Chapter”**. A red vertical bar will appear if you move the mouse to the correct position.



Now drag the first **“Text”** object into the **“Chapter”**. Drag it to underneath the image in the **“Chapter”**.



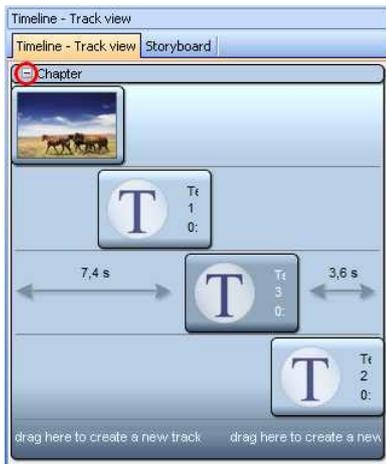
If you now drag the **“Timeline”** to make it larger, it must look like in the illustration.

Now play back the show again with



. You will see that the image and the texts are all faded in simultaneously.

Using the **“Timeline”** you can adapt the timing individually. For this, you can simply drag the **“Text”** objects with the mouse into the starting position.



When you don't work on a chapter you can close it by clicking the minus symbol.

3.3.5 Letting texts fly

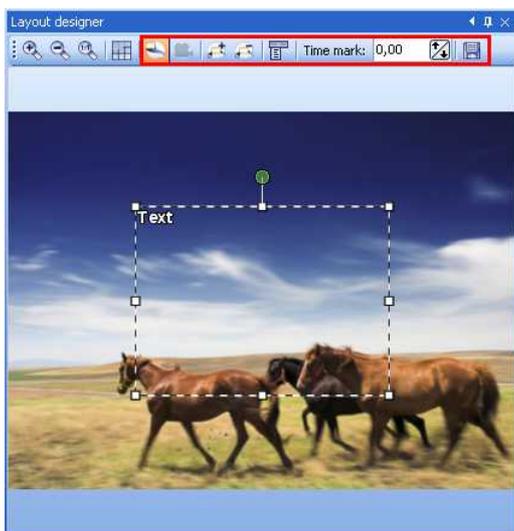
The **“Text”** objects which you have already become acquainted with in the previous section can also be animated with a movement path. In other words, they can “fly” across the image.

For this purpose, the **“Layout Designer”** provides the necessary tools.

Insert an **“Image”** and a **“Text”** object into your show.



Then click the **“text”** in the **“Image List”** or on the **“Timeline”**. In the **“Layout Designer”** the tools for the movement path are now enabled.



This is the icon for switching, in the **“Layout Designer”**, into the mode for movement paths. There is yet another mode for camera pans and zoom. Since this function is not available with the **“Text”** object, the icon for the movement path mode is active.



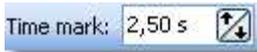
Use this button to insert new **“movement markers”**. The course of the movement is established on the basis of these points.



In order to remove **“movement markers”** that have been set, the latter must be selected in the **“Layout Designer”** and can then be removed with this button.



In this respect, an additional menu for the **“movement markers”** is opened. This is explained more precisely later on.

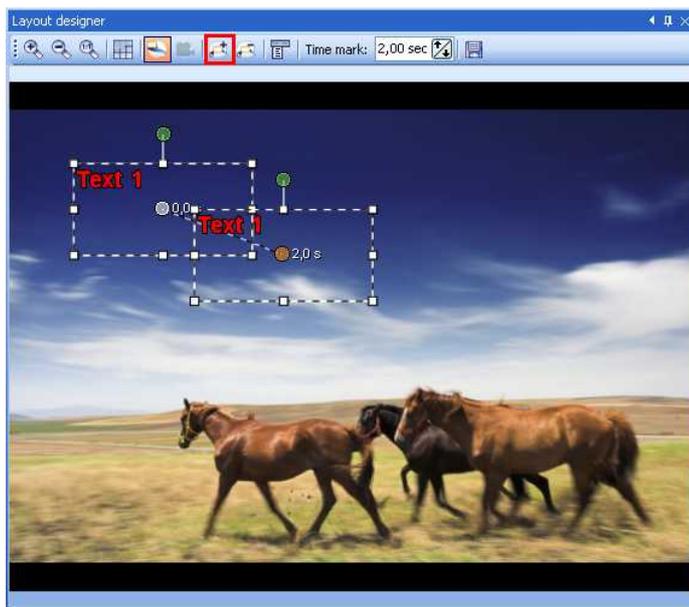


The chronological course of a path is established with timestamps. They thereby determine how quickly the sequence should occur. That is clarified in an example below.



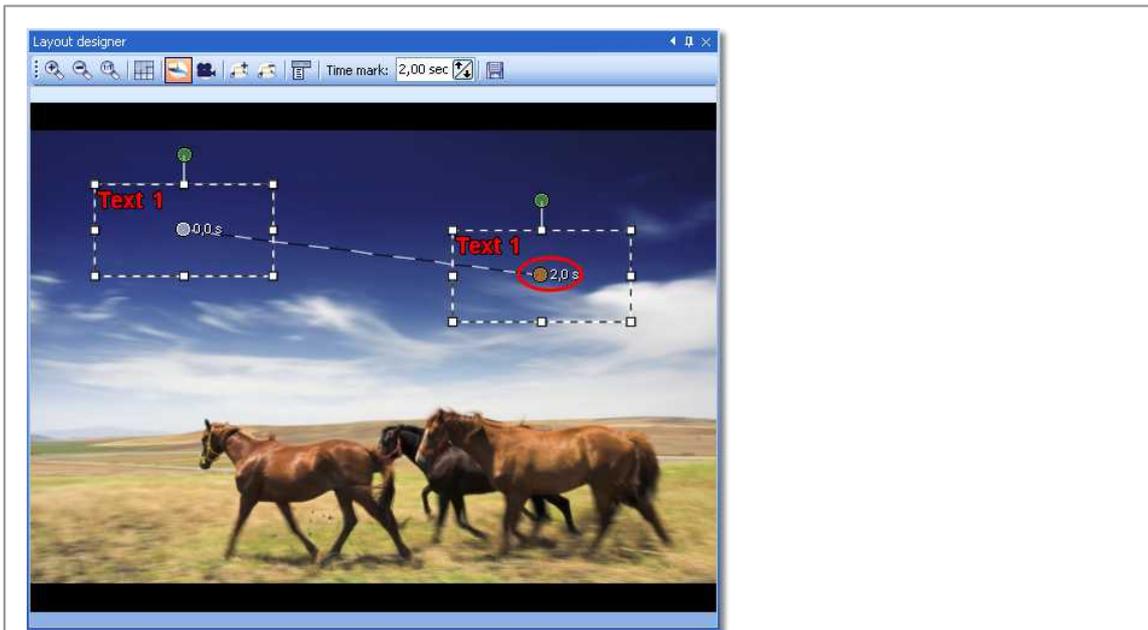
Newly created movement paths can be saved using this button and later conveniently reused. This function is only available in **SlideShow Studio**.

Inserting a movement marker



Insert a **“movement marker”** by means of  .

Positioning a movement marker



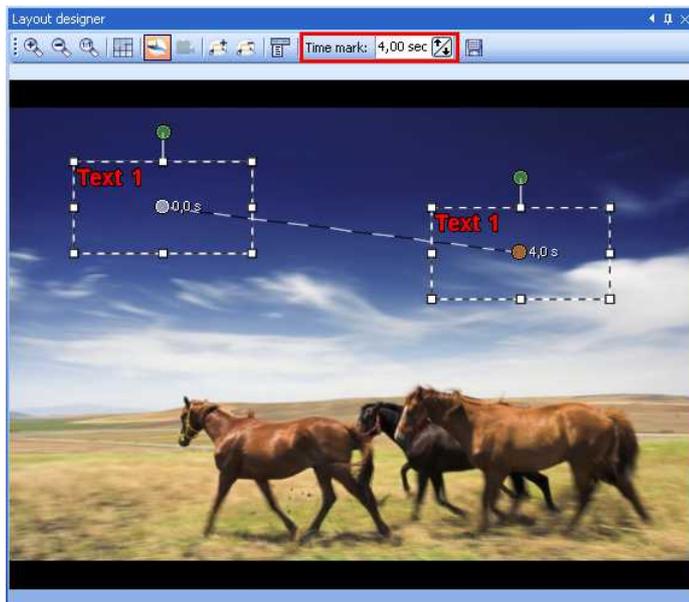
You can now drag the **“movement marker”** inserted in the **“Layout Designer”**. For that purpose you have to click in the text area and then drag the latter with the mouse button pressed down.

The orange dot shows you which **“movement marker”** has been selected



Now you can replay the show by clicking and watch how the text moves.

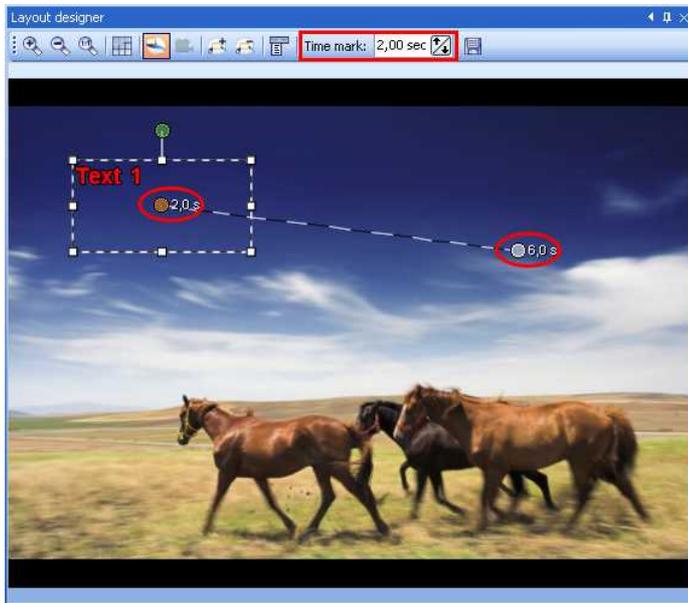
Chronological sequence



With **“Timestamp”** you can control the sequence. If you increase the time, the sequence becomes slower. If you reduce the time, the sequence becomes faster.

First increase the **“Timestamp”** of the movement point and then replay the show.

Starting time



If the movement sequence is only supposed to begin after a time delay, you can increase the **“Timestamp”** with the first **“movement marker”**. For that purpose, click the **“movement marker”** and then increase the time unit. The subsequent movement markers will automatically be adapted.

Inserting further movement markers

You can insert as many **“Movement markers”** as you like. The new **„movement marker“** is always inserted behind the marker selected.

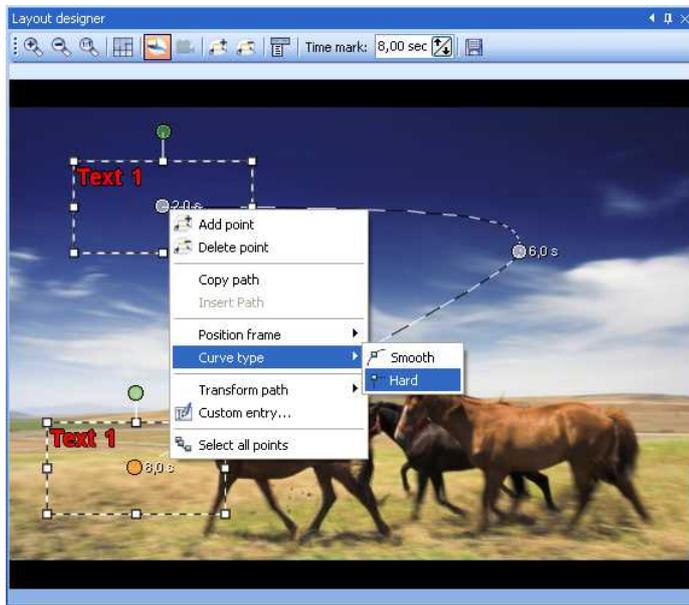


Select the last **“movement marker”** and with  insert a new marker and position it in the “Layout Designer”.

Play back the show. You will find that the last part of the movement path elapses faster than the first part. You can control this for the 3rd movement point via the **“Timestamp”**.

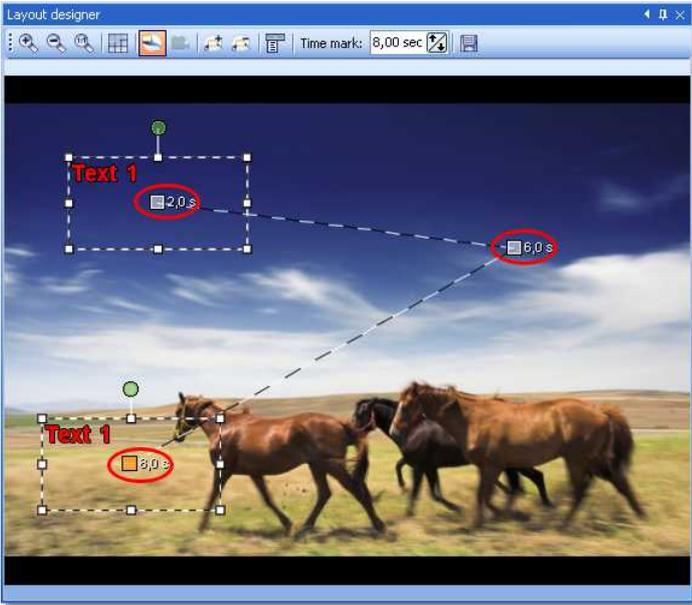
Hard and soft curves

In the course of movement you can choose between **“hard”** and **“soft”** curves. With **“Hard curves”** the path will run exactly in accordance with the movement points. With **“Soft curves”** a round course of movement will take place. You can use both **“curve types”** within one path.



Mark a movement point. Via the right mouse button you will get the menu for this movement marker and can change the **“Curve Type”** there.

With all 3 points change the **“Curve Type”**.



You will see that the **“movement markers”** now have a rectangular marking point. With **“Soft curves”** these points are round.

In order to see the change in the path, play back the show.

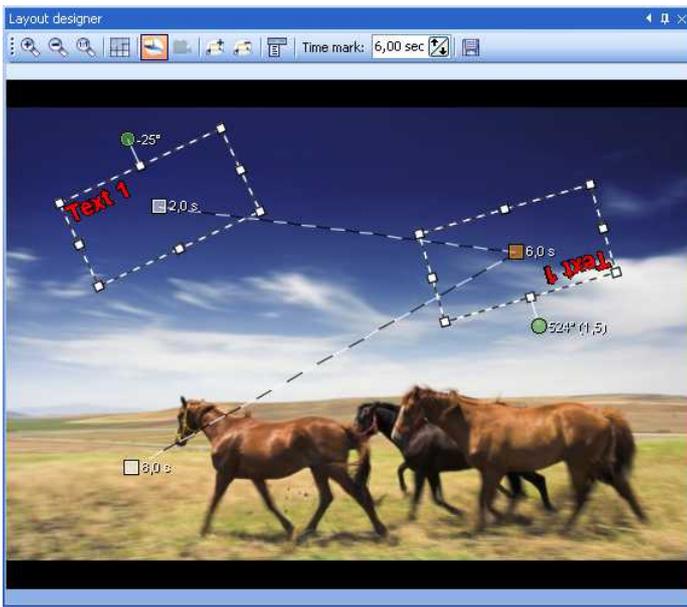
Rotating text during movement sequence

In **SlideShow Studio** you can rotate or swing texts during a movements sequence also.

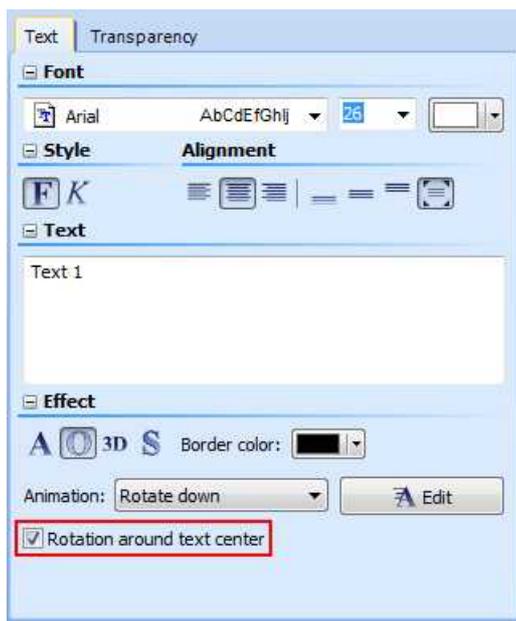
For this purpose there is a green handle above the **„Text“ field**. More extensive information about the rotation functionality for **„Text“** you can find [here](#).



First rotate the text at the first and second movement markers. Rotations through 360 degrees are also possible, to create complete rotation.

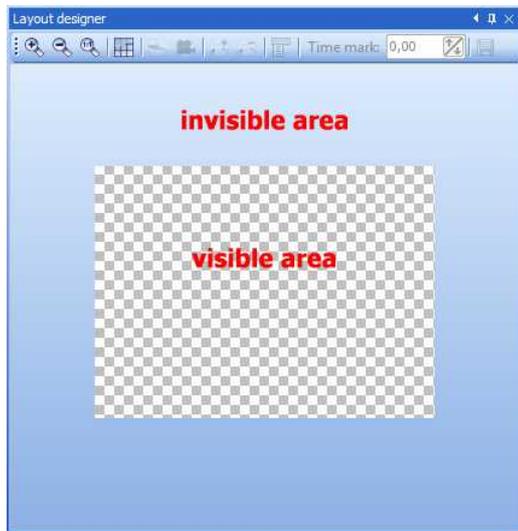


Play back the show. You will see that the rotation center is, in this respect, the midpoint of the text box. Should the rotation center be the center of the text, in the **“Text”** properties enable the **“Rotation in the center of the text”** function.



Letting the text fly in from outside

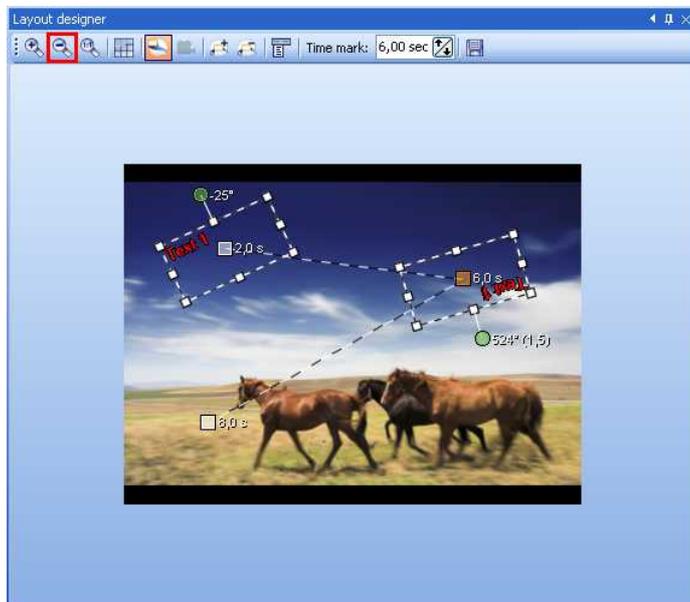
There are two areas in the Layout Designer. Firstly the visible area, and then the invisible area.



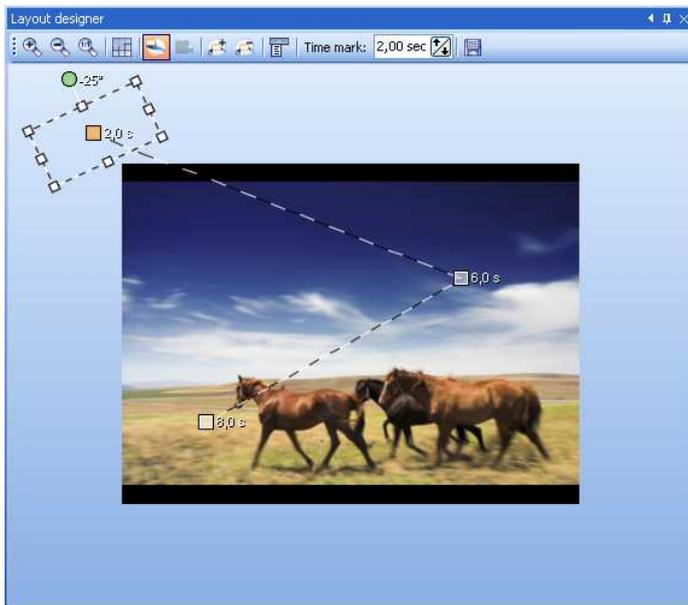
-  Enlarges the visible area in the Layout Designer.
-  Reduces the visible area in the Layout Designer.
-  Restores the normal view/window size.

Continue to use the show just created.

Reduce the visible area with  in order to see the invisible area in the **“Layout Designer”**.



Now select the first movement marker and drag it into the **“invisible area”**.



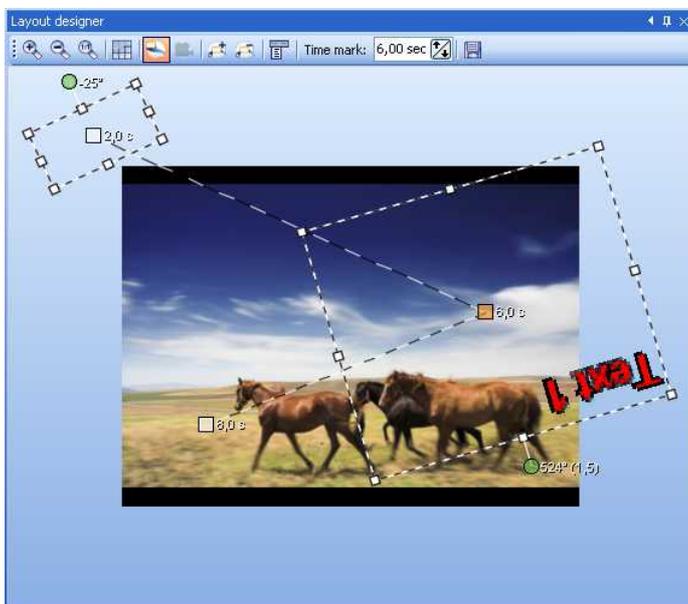
Starten Sie das Abspielen der Show. Der „**Text**“ fliegt nun von außen in das Bild hinein.

Zoom function for text

Just like rotation, this function is only available in **SlideShow Studio**.

Traveling along a movement path „**Text**“ can increase and decrease in size. The smallest size is defined by its specified font size.

Select the 2nd movement mark and increase the size of the "position frame" of the „**Text**“-field.

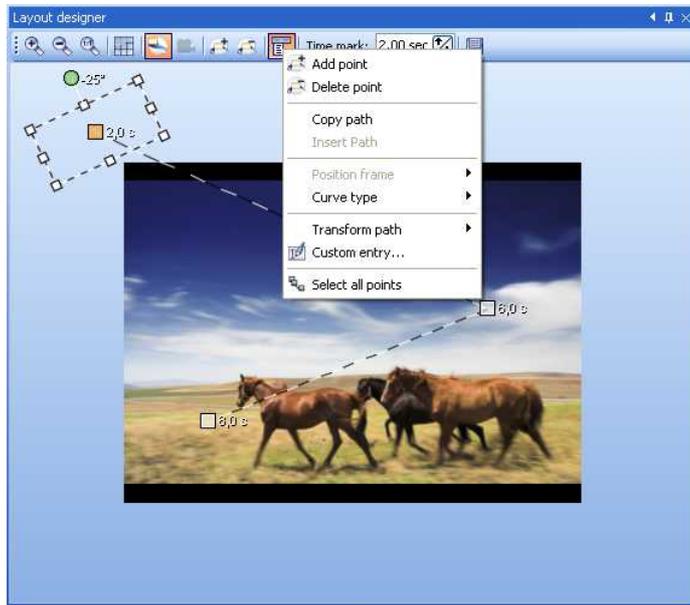


Start to play back the show. The „**Text**“ will now fly into the image from outside.

Further options

Via  the context menu for the movement markers can be opened. With a right-click on a

marked movement point, this menu can likewise be opened.



Some options have already been used above. The following further options are available:

Copy path

A movement path already created can be copied and thus re-used with a slide show object. If you copy a movement path from a text object, this can also be inserted in the case of an image.

Insert Path

With this option, you re-insert a copied path from the clipboard.

Position frame ▶

If you want to be sure that the text or the image does not change size in the course of your movement path, you can set the “Use the size from the previous one” option here.

Curve type ▶

There are hard and soft curves with a movement path. The course of a movement can thereby be modified.

Transform path ▶

A movement path can also be mirrored or rotated. You will find the available options under this point.

Custom entry...

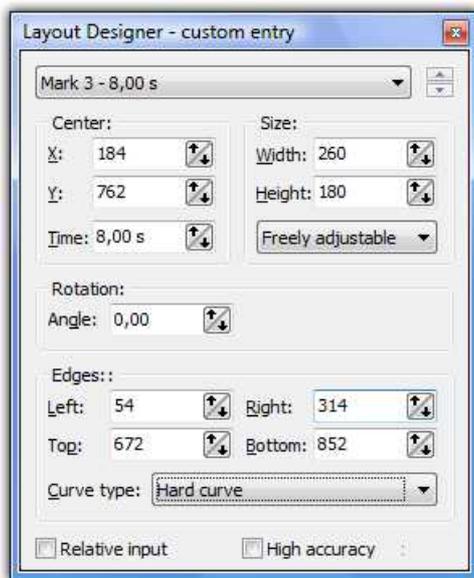
A movement path can also be mirrored or rotated. You will find the available options under this point.

Select all points

With this all movement markers can be selected. Thereafter it is possible to drag the movement path as a whole.

Manually entering the path

Manually entering the path enables the movement points to be positioned exactly.



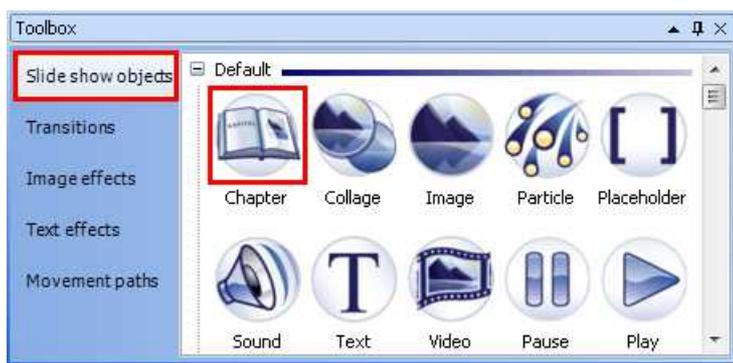
The **“Layout Designer”** is specified with a size of 1000x1000. The center of the image is therefore 500x500. Here you can directly specify the positions and sizes. You can also change between the individual markers in this window.

3.4 Multiple tracks

In **AquaSoft® SlideShow** at first glance you only see an image and music track on the **“Timeline”**. This serves to provide a better overview. At positions where you require multiple tracks, the **“Chapter”** object is used.

With this you can connect as many tracks as you want. In that respect, it is not predetermined which objects can contain a track. Therefore you can place images, music or texts on any track.

You will find the **“Chapter”** object in the **“Toolbox”** under **“SlideShow objects”**.



The **“Chapter”** can be inserted by double-clicking. You can, however, also drag it to the desired position on the **“Timeline”** or in the **“Image List”** with the mouse button pressed down.

Insert a few images and a **“chapter”** into an empty show.

The **“chapter”** is inserted empty. You will then have to move the desired objects into the chapter. You can do that on the **“Timeline”** or in the **“Image List”** or **“Storyboard”**. Click on an image and then drag it with the mouse button pressed down to the **“chapter”**.



If you go over the **“chapter”** with the mouse, the **“chapter”** is framed in red on the **“Timeline”**. Let go of the image there.



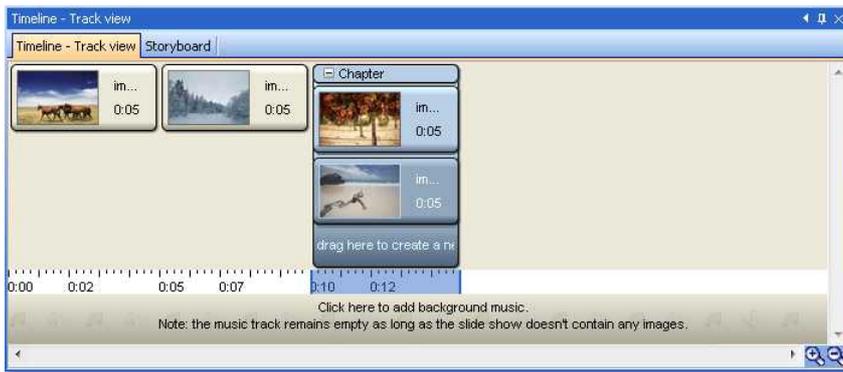
The **“chapter”** now contains a small **“plus”** icon.



This shows the objects are to be found in this **“chapter”**. By clicking the **“plus”** icon you can open the **“chapter”**.



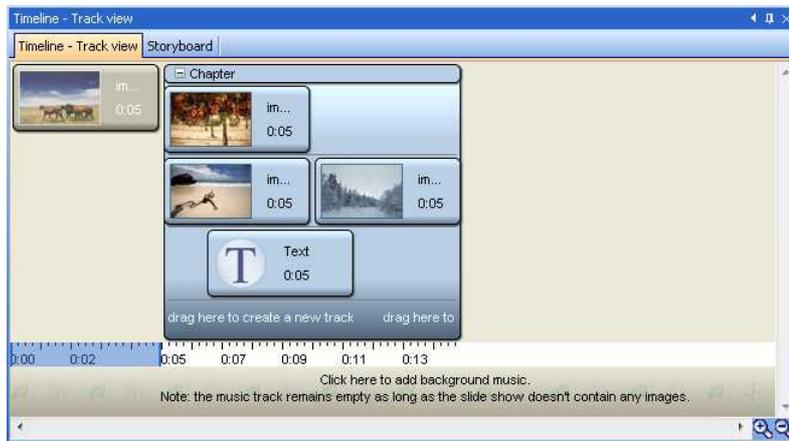
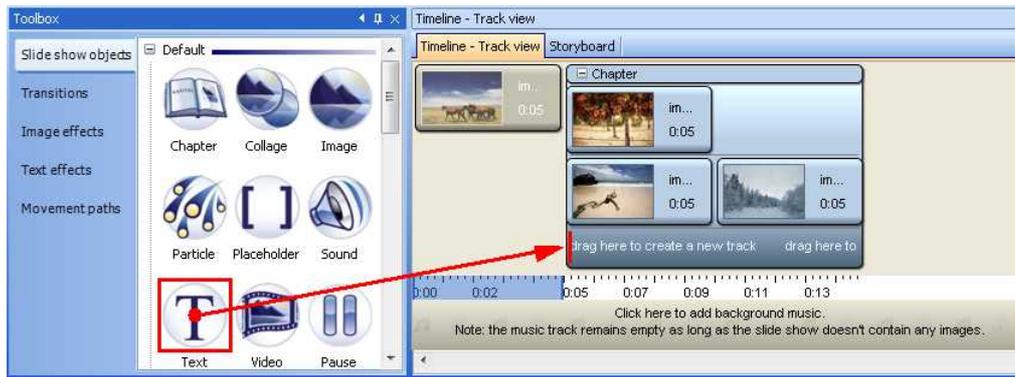
The red bar under the first image determines the starting position of the image. The image is inserted at this point.



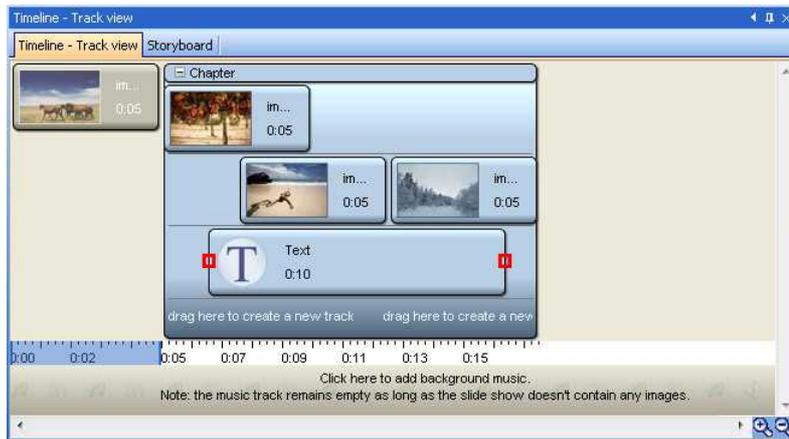
The reference to a new track now appears under the second image. You can place as many objects as you wish on each track. In that respect, the **red** bar helps you to insert the objects in the correct position.



You can also insert **“SlideShow objects”** into a **“chapter”** directly from the **“Toolbox”**. First of all drag a **“Text”** object onto a new track.



You can change the positions within the **“chapter”** by dragging the objects with the mouse. By clicking dragging the beginning and the end of an object, the **“Exposure time/Holding time”** of an object can be changed.



The objects within a chapter behaviour in a similar way to a pack of cards. In other words, the object on the lowest track is arranged on top of the other objects. In this example, the text is shown on all 3 images. Should the text stand on the first track, it would be covered up by the images.

Example:

Often we are asked how **“Track/Sound”** is set for only a few images. The background music

should be faded out at this point, but not interrupted.

Insert a few **“images”** into an empty show and a **“chapter”**.



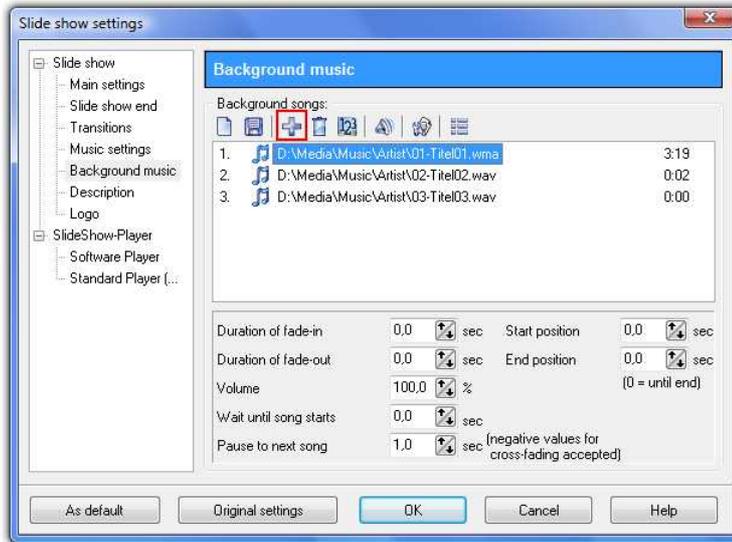
Then move the images into the **“chapter”**. In that respect, the images should all be on one track.



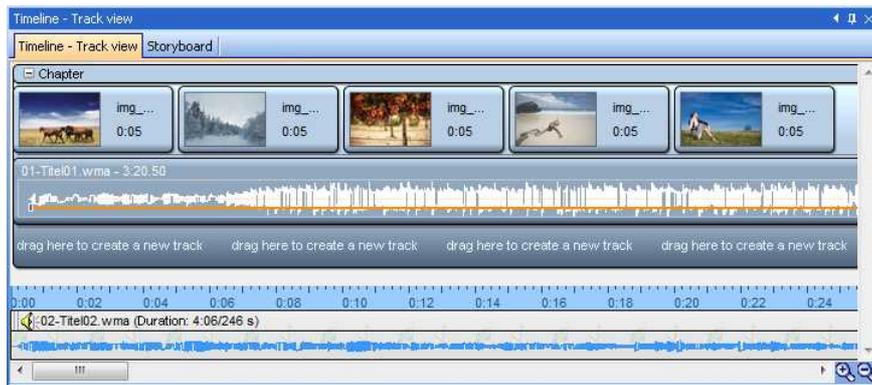
Now drag a **“Sound”** object from the **“Toolbox”** onto the 2nd track in the **“chapter”** in exactly the same way as the **“Text”** object was inserted into the **“chapter”** above.



You can add **“Background music”** by clicking the corresponding track in the **“Timeline”**. Using the **“plus”** icon, you can insert the track.

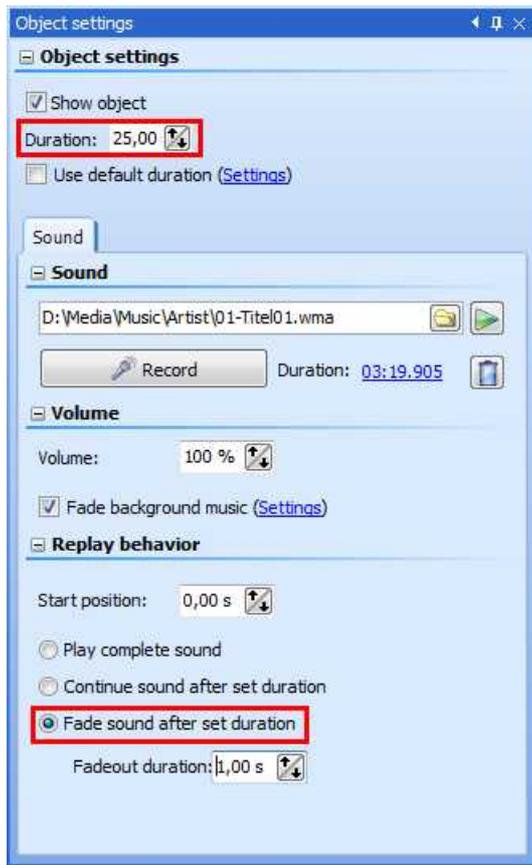


The track is then shown on the **“Background music track”** of the **“Timeline”**.

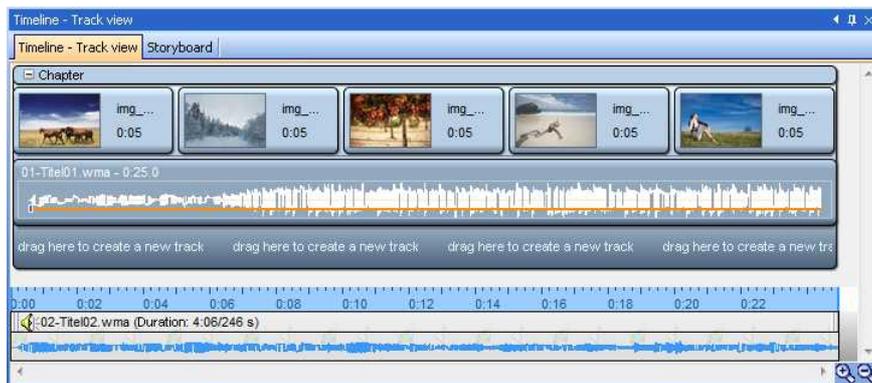


The **“Object settings”** of the **“Sound”** object should be displayed in the **“Object settings”** window. If not, select the **“Sound”** object on the **“Timeline”** by clicking it with the mouse.

Should the playback length of the sounds be too long for you, you can reduce it. The relevant settings are marked in **red** in the illustration below.



On the **“Timeline”** you will now see that the **“Sound”** fits in with the 5 images exactly. The **“Background music”** is cancelled during this period of time. If you insert yet more images behind the **“chapter”**, you will see how the **“background music track”** is continued.



“Images”, **“texts”** and **“sounds”** can be combined in a **“chapter”** as desired.



The **“Chapter”** has a **“minus”** icon at the top on the left if it is open. You can close it by that means if you are no longer working on this **“chapter”**. That increases the clarity in a substantial show.



By utilizing **SlideShow-Manager 6** you can create a menu for your show where you can jump to these chapters directly. **SlideShow-Manager 6** is already included in **SlideShow Studio**. You can also add it as plug-in to **SlideShow Deluxe**.

3.5 Ken Burns Effect

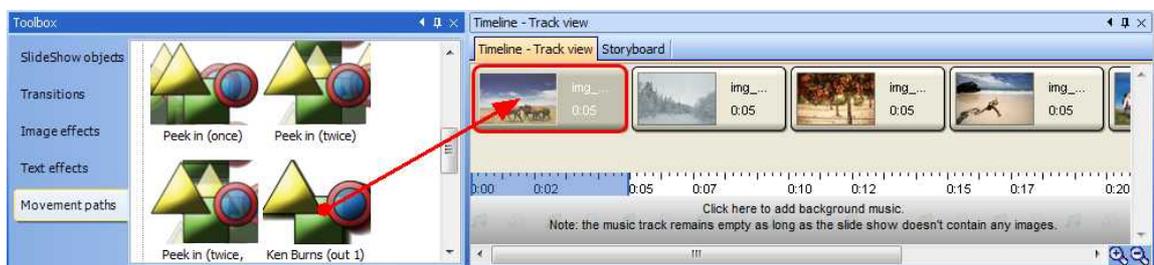


You will find an example of the Ken Burns effect in the sample slide shows supplied with the software.

In **AquaSoft® SlideShow** you can quite simply apply this effect to your images.

Insert a few images into an empty slide show. In the **“Toolbox”** you will find the **“Ken Burns effect”** under **“Movement paths”**.

To apply it to an image, simply drag the effect out of the **“Toolbox”** onto the corresponding image.

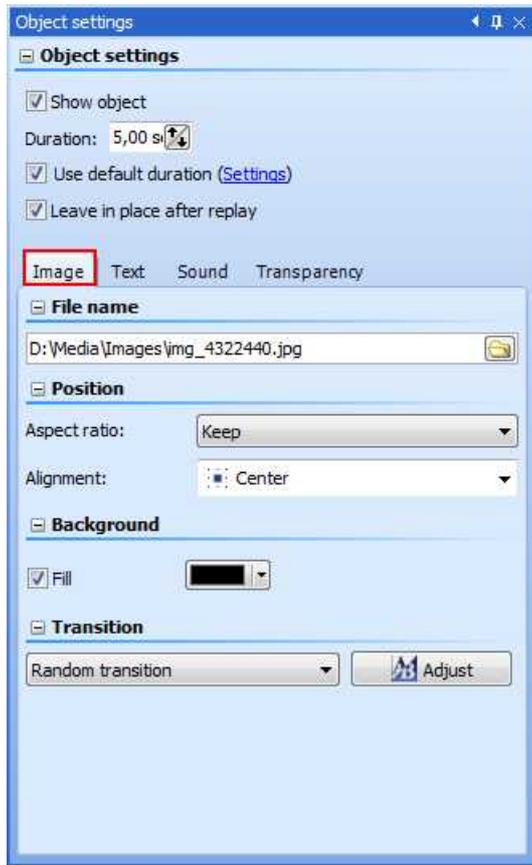


There are 4 variations of this effect. Apply the **“Ken Burns effect”** to all images.

Then select all images in the **“Image List”** with **“Ctrl”** + **“A”**. For that purpose, you have to first click an image in the **“Image List”**.

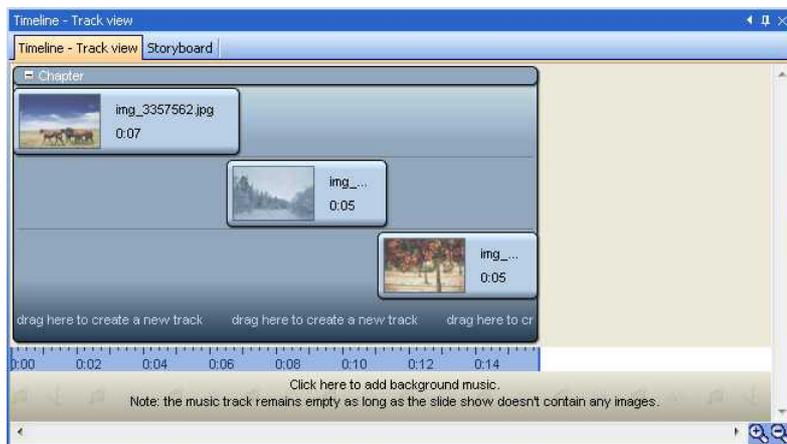
Now select **“Alphablending”** as **“Transition”** in the **“Image Object settings”**. The **“Fill**

background” function has to be enabled as well.



Then play back the show with

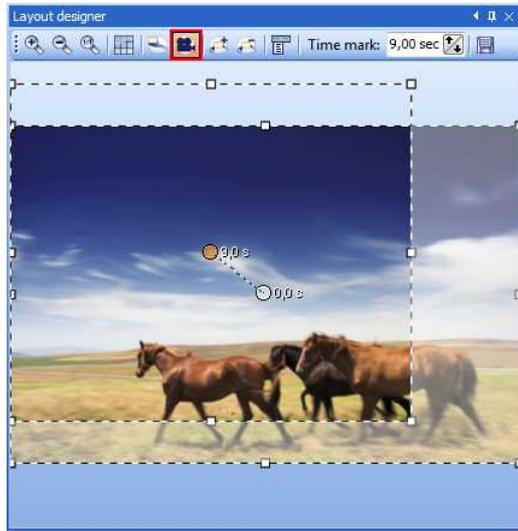
You notice that the transitions could be a little *„smoother“*. This can be accomplished by using a **“Chapter“**. Add a **“Chapter“** to the show. Move the *„Images“* into the **“Chapter“** and arrange the images in a stair shape. The start of an image needs to be moved slightly underneath the end of the previous one.



Then play back the show with

The **“Ken Burns effect”** is implemented by means of a **“camera pan”**. You can also change this individually. For that purpose, you have to change in the **“Layout Designer”** to the **“Camera pan”**

mode. To do that, click  in the **“Layout Designer”**.



The **“movement path”** is now shown in the **“Layout Designer”**. How quickly or slowly a movement progresses is determined by means of the time set to the 2nd movement point. The greater the time, the more slowly the movement is carried out.

In order to change the time and thus the sequence, click the 2nd movement marker in the **“Layout Designer”**. The movement marker with **“0.0 s”** is the first movement point and therefore the starting position. After you have marked the 2nd marker, you can change the time set via the image under **“Timestamp”**. A selected movement marker is shown in the **“Layout Designer”** in **orange**.

When using a **„Ken Burns Effect“** only a part of the image section is used at the first movement mark. You will notice the smaller **“Position frame”**. Only during the **“Camera pan”** will the full image section become visible. Therefore, the **“Position frame”** is larger at the second movement mark.

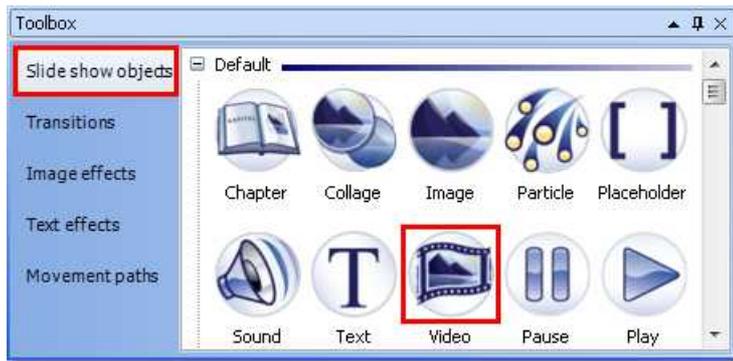
You will find more about movement path in the chapters [„Movements“](#) and [„Zoom“](#).

3.6 Adding videos

You can not only use images in **AquaSoft © SlideShow**, but you can also insert videos.

In principle, all video formats which can be played back in Windows Media Player are supported. Should it not be possible to play back your video in Windows Media Player, the problem could be a missing DirectShow filter for the video format. This can partially be installed afterwards. There are different codec and filter packages available for download, e.g. the **„K-Lite Mega Codec Pack“** on [Chip online](#). Please read the information to the codec pack and contact the author of the package if necessary. The installation of codecs can also affect other programs.

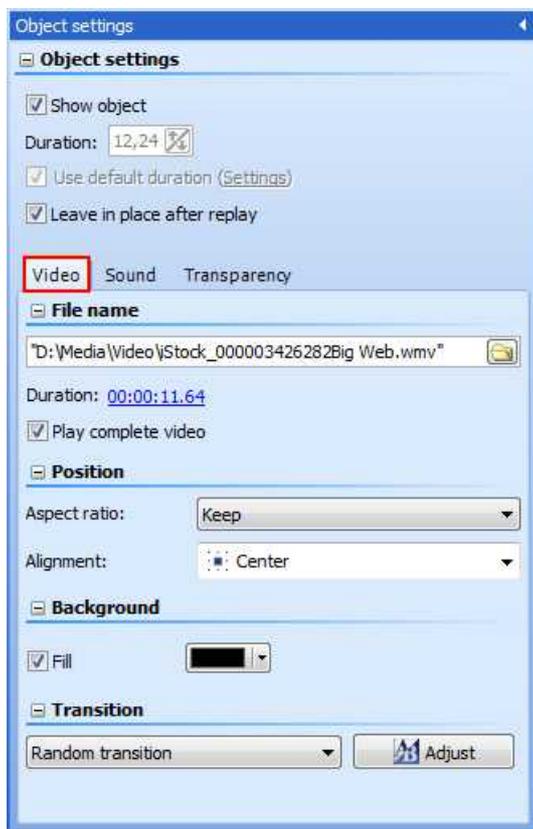
To insert a video, you will find the the **“Video”** object in the **“Toolbox”** under **“SlideShow objects”**.



You can insert it with a double-click or drag the **“Video”** object with the mouse out of the **“Toolbox”** onto the **“Timeline”** or **“Storyboard”** or into the **“Image List”**.



In the **“Object settings”** of the video you now have various setting options. Should the **“Object settings”** not be shown in the view available to you, you can retrieve them by right-clicking the video on the **“Timeline”** or in the **“Image List”**.



Should the full length of the video not be played back, remove the check mark beside **“Play back”**

the full length of the video". You can then determine the playback duration individually.

Should the **"video"** not be intended to be played back full screen size, it can be freely positioned in the **"Layout Designer"**. You can also assign a cross fading effect to the video.

The **"Fill background"** function enables you to see the previous image during playback of the video or cover it up with a colored background.

Under **"Sound"** you can determine whether the background music is supposed to be faded out during the course of the video being played. Should you have your own audio or spoken commentaries in the video, you should use this function.

Further **"Object settings"** of the video are explained [here](#).

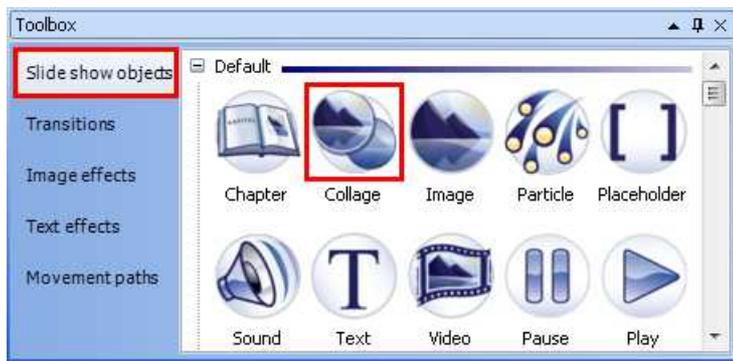
The **"video"** can also be animated with a movement path. How that functions exactly you can find out [here](#).

3.7 Collage



In only a few steps, you can create beautiful collages.

Double-click the **"Collage"** object from the **"Toolbox"**.

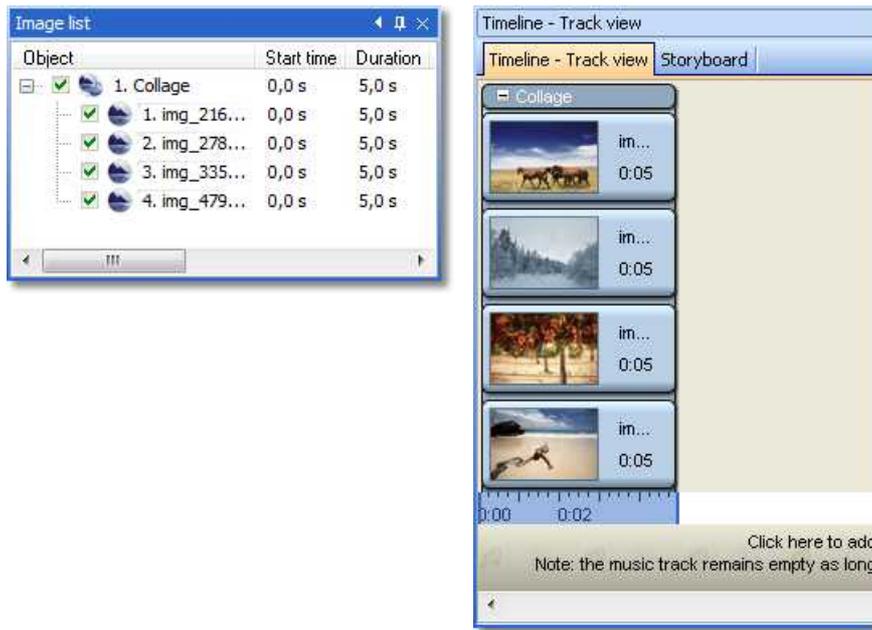


In this way a **"collage"** is inserted into your slide show. Click this **"collage"** in the **"Image List"** or on the **"Timeline"** and you will see in the **"Layout Designer"** that the **"collage"** is empty at the moment. In order to fill it in, just double-click the **"Image"** object from the **"Toolbox"**.

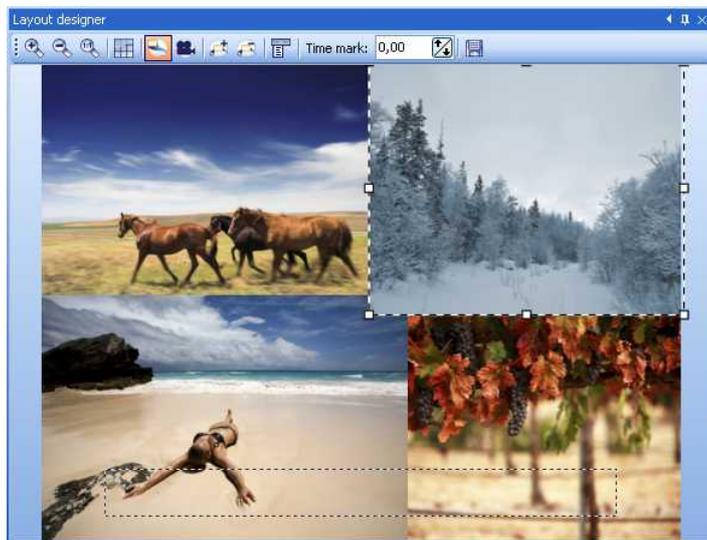


In the dialog which now appears, simply select all images to be used for your collage.

These are inserted into the collage, since they were selected in the **"Image List"** and on the **"Timeline"**. If you click  next to the **"collage"**, you can view all images in the **"collage"**.



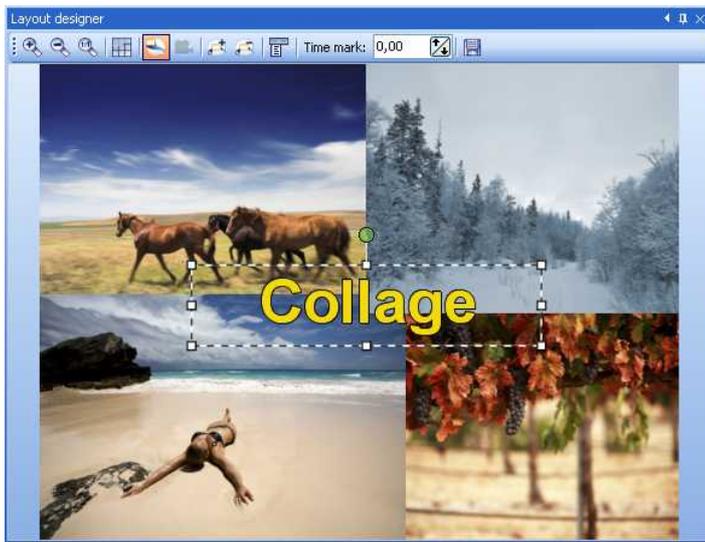
Now simply click on the individual images and drag/maximize/minimize them as you please, until you are happy with the result. You can reduce the images using the **“positioning framework”** in the **“Layout Designer”**.



Now insert a **“Text”** from the **“Toolbox”** and position it as you please.

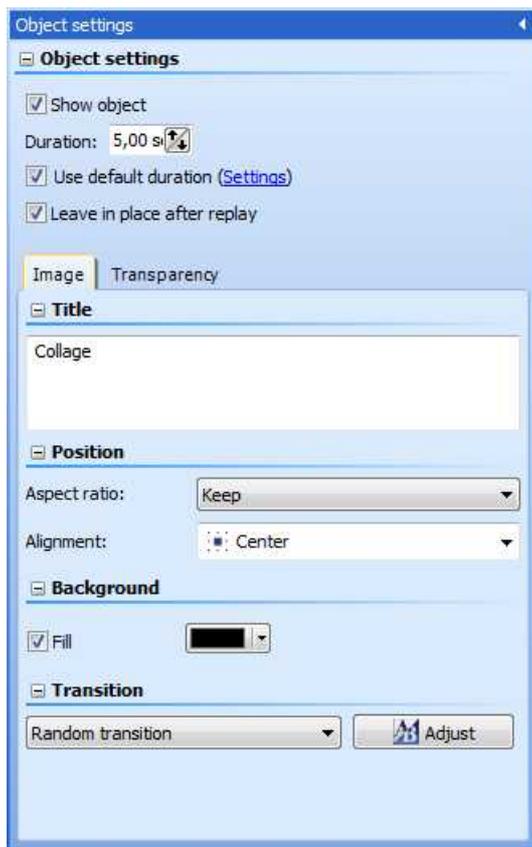


If the **“Text”** is not inserted into the **“Collage”** now, the collage was probably not selected when you inserted the **“Text”**. Click and simply drag the **“Text”** onto the **“Collage”** and release the mouse button. This works in the **“Image List”**, on the **“Timeline”** and on the **“Storyboard”**.



Now you have a finished **“collage”**, consisting of your **“images”** and a **“text”**. The images can also overlap. Likewise you can create an **“image within image”** effect by not reducing the size of the first image.

If you select the **“Collage”** object, you can change **“Object settings”** of the **“collage”**. You can determine a **“transition”** and change the exposure time.



All **“images”** and **“texts”** within a **“collage”** are not independently animated. For this you need the **“Chapter”** object.

As you can see, putting together a decent collage is achieved quickly and easily.



As in an **“image”**, in a **“collage”** you can zoom and furnish this with a **“camera pan”**. Simply try it out.

You will find more about movement path in the chapters [„Movements“](#) and [„Zoom“](#).

3.8 Movements

You already learned about **“movement paths”** in chapter [„Text animations“](#).

You can apply **“movement paths”** to the following **“SlideShow objects”**:



Image



Text



Particle



Collage



Video

Insert an **“image”** which you would like to animate with a **“movement path”**.

Then click on the **“image”** in the **“Image List”** or on the **“Timeline”**. In the **“Layout Designer”** the tools for the movement path are now activated.



This is the icon for switching, in the **“Layout Designer”**, into the mode for movement paths.



Using this icon, switch into the mode for camera pans and zoom.



Use this button to insert new **“movement markers”**. The course of the movement is established on the basis of these points.



To remove **“movement markers”** that have been set, the latter must be selected in the **“Layout Designer”** and can then be removed with this button.



You can use this to open a further menu for the **“movement markers”**.



The chronological course of a path is established with timestamps. You can thereby determine how quickly the sequence should occur. That is clarified in an example below.



Your custom movement paths can be saved and reused. This function is only available in **SlideShow Studio**.

3.8.1 Simple movement shots



Your images learn to walk. With a few clicks your images wander over the screen. Simply follow these instructions and you will be quickly and comfortably introduced to the colorful, moving world of AquaSoft® SlideShow.

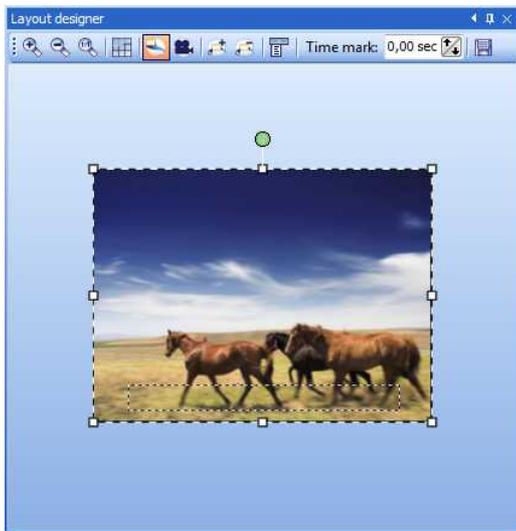
Create a new slide show  and insert an *“image”*.



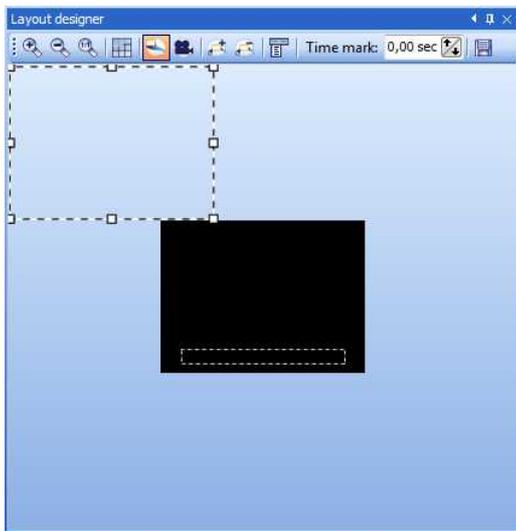
Click on the *“image”* in the *“Image List”* or on the *“Timeline”*, so that the *“image”* is displayed in the *“Layout Designer”*.



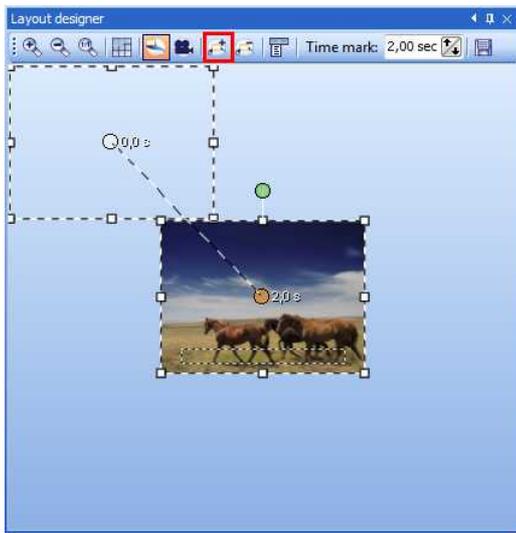
In this example we would like to explain how you can arrange for an image to “fly onto” the screen from “outside”. For that purpose, we have to enlarge the invisible area with .



Now move the image into the invisible area.



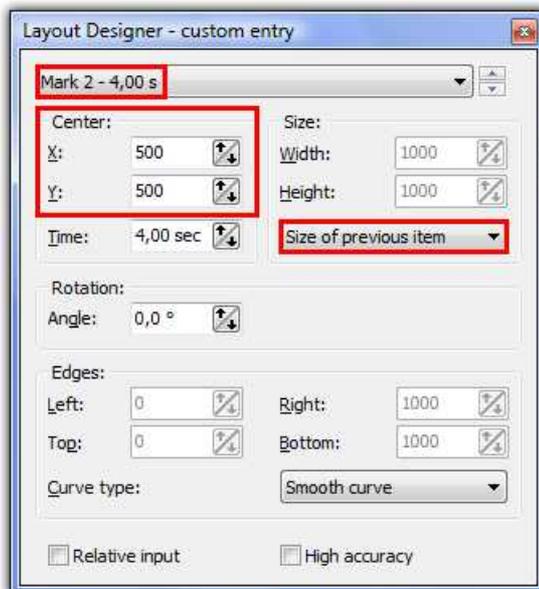
Now insert a new movement marker with . Then move the newly inserted movement marker into the visible area.



Play back the show. You will see that the image now "flies onto" the screen from the top left-hand corner. Increase the timestamp at the 2nd movement marker and movement becomes slower.

In order to be sure that the image arrives in the center of the screen and also the size of the image

is not changed, retrieve the **"Manual entry"** once via  .



Select **"Marker 2"** and enter 500/500 in the center Also set the **"Size of previous item"**. so that the size of the image is not accidentally altered during the path.

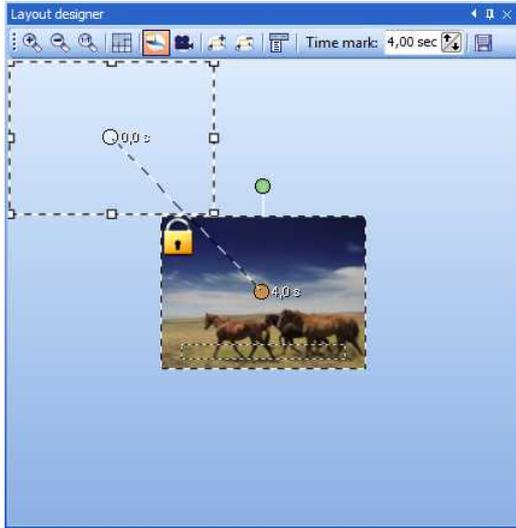
The **"manual entry"** assumes a system of co-ordinates in which the **"Layout Designer"** is 1000x1000 units wide. Therefore, in order to center our image, enter 500 at X (the horizontal position of the midpoint) and at Y (the vertical position of the midpoint), i.e. half of the respective total extent. You can also use negative numbers. These then refer to the **"invisible area"**.

3.8.2 Movements with alterations in size

Images grow

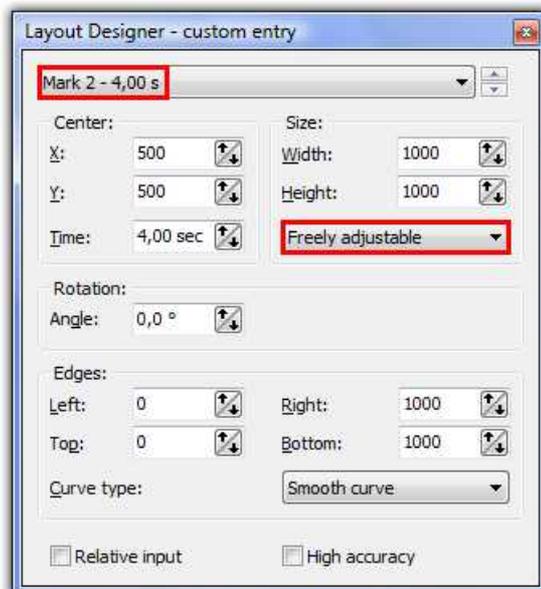
The image with the path set from the previous section also has to be modified slightly.

You should see it like this in the **“Layout Designer”**:



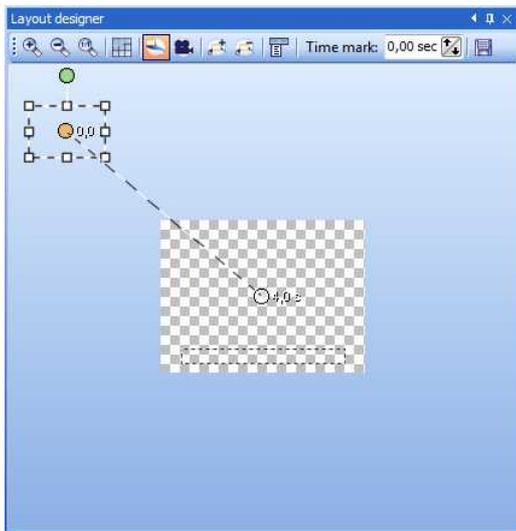
Now open **“Custom entry”** using the icon.

Select the 2nd marker and change the setting under **“Size”** to **“Freely adjustable”**.



Then close **“Custom entry”**. It is possible to also carry out the next step from this menu, however we are choosing the **“Layout Designer”** directly.

Using the **“positioning framework”**, reduce the image at the first marker, i.e. the marker which is outside the visible area. Then move the marker closer to the visible area.

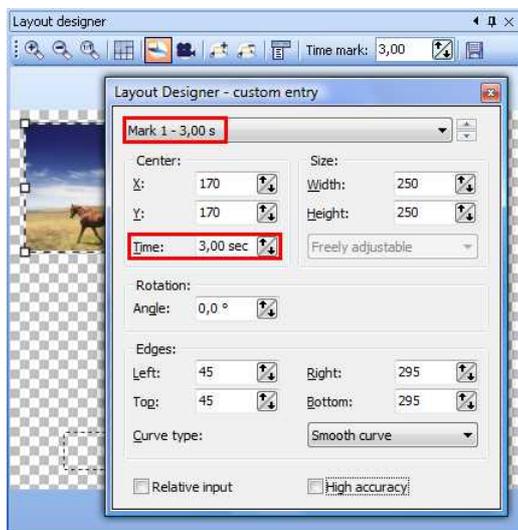


Now play back the show and you will see that the image is larger when it is in motion.

You can select a **“Transition”**, or also "None", in the **“Object settings”** of the **“image”**.

First of all, position the first marker in the visible area. Then restore the **“Layout Designer”** to

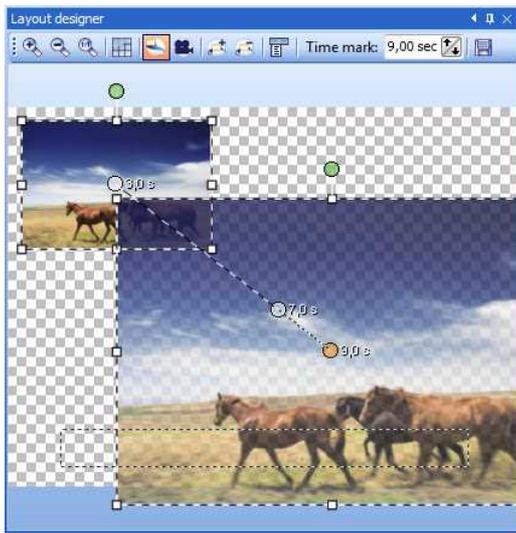
“Normal view”. with  .
Then access **“Custom entry”**.



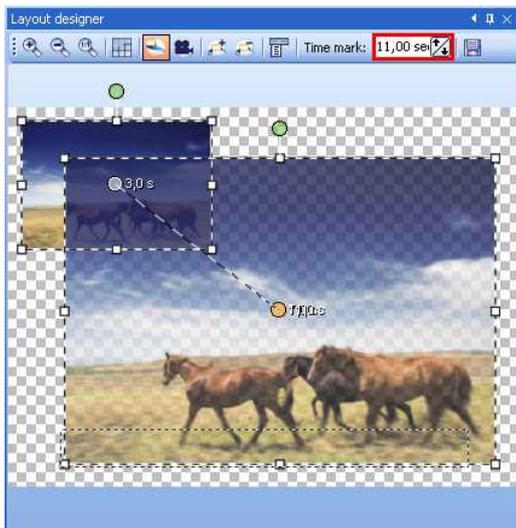
First of all set the values shown in the image. In the **“Object settings”** of the image select a **“Transition”**. Afterwards play back the effect.

Now the image should “fly” back to its original position. For this, two additional **“movement markers”** are required. Click the 2nd marker in the **“Layout Designer”** and then insert an

additional movement marker with  .



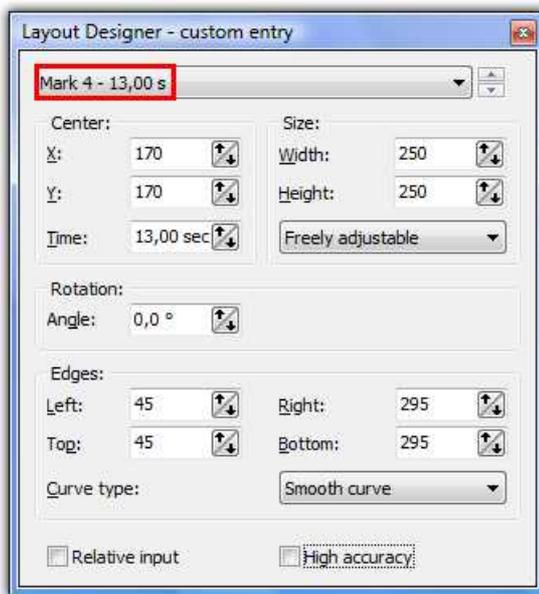
This marker is required to allow the image to stand still. The image should not become smaller again immediately. In this case a movement marker can be directly laid over a previous marker. To do that, you only now have to drag Marker 3 over the top of Marker 2.



Then increase the time at the 3rd marker, as given in the image above. Then insert a 4th marker

with . You will not recognise this immediately, since it is inserted exactly over the top of the 2nd and 3rd markers.

Retrieve **“Custom entry”** via .

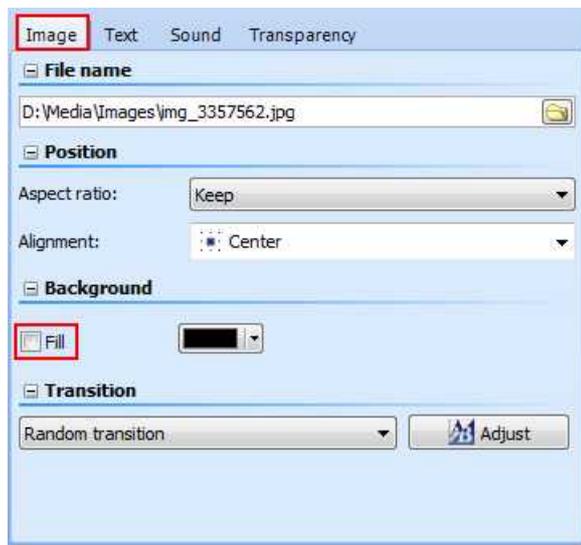


Now, under **“center”** and **“size”** set the values which have already been used at the first marker. If you now play back the show, you will see that the image is enlarged and then reverts to its original place.

Now insert a new image into the show. Click on our image above once more and access the

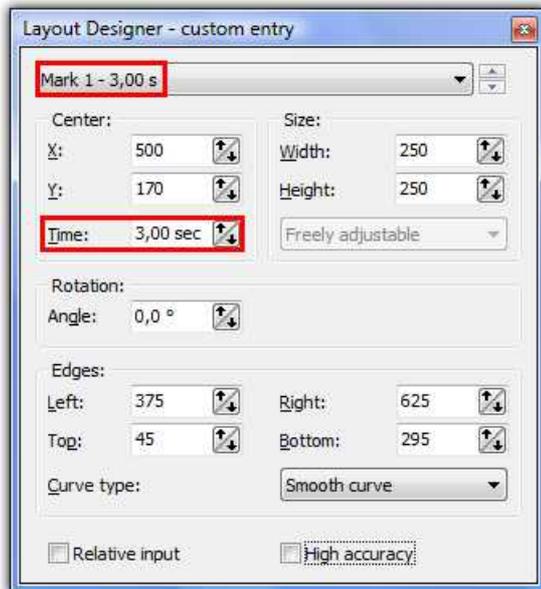
context menu via . There select **“Copy path”**. Now mark the newly inserted image and access the context menu again via  and this time select **“Insert path”**.

In the **“Object settings”** of the 2nd image you have to disable the **“Fill background”** function.

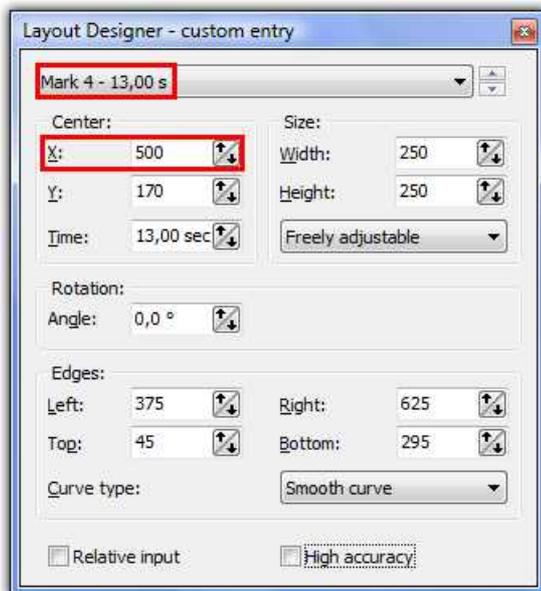


Now we will for once change the positions of the first and last markers. To do that, access the context menu via  and accept the settings below once.

Marker 1:



Marker 4:

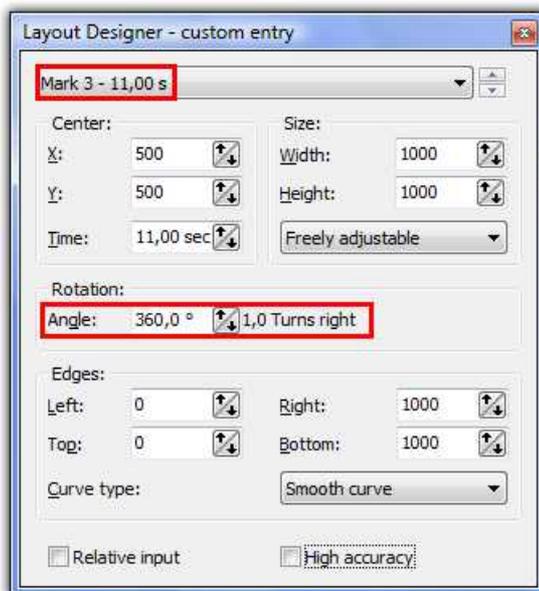
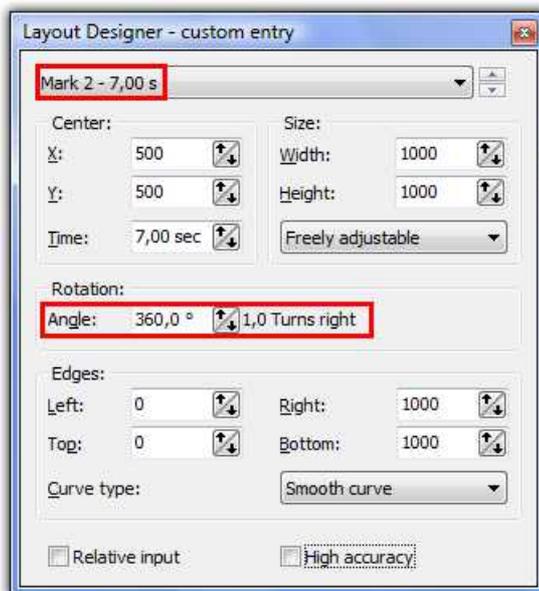


Then play back the show once in its entirety. And how do you like the effect?

In **SlideShow Studio** you can use **“Rotations”**. This is easy to accomplish via **“Custom entry”**, too.



Open the context menu for an image via  and select the 2nd movement marker. Under **“Rotation”** set the angle to 360 degrees. Do the same with the 3rd movement marker.



Play back the show.

These ***“movement paths”*** can be used on the following ***“Slideshow objects”***:



Image



Text



Collage



Video

3.8.3 Camera pans



Create a new slide show  and insert an *"image"*.

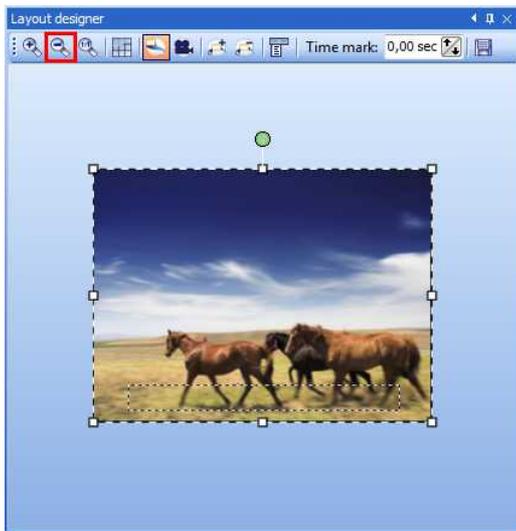


Image

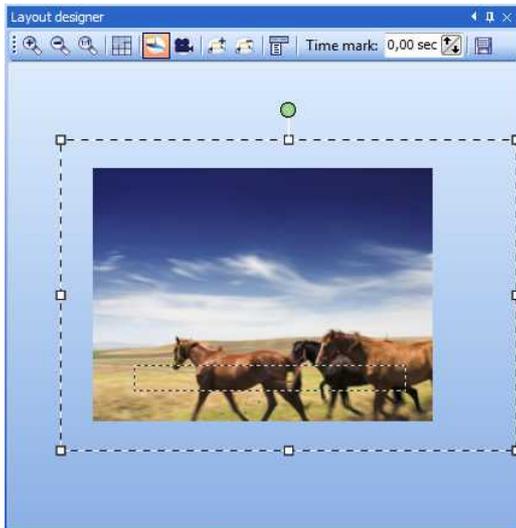
Click on it in the *"Image List"* or on the *"Timeline"*, so that the image is shown in the *"Layout Designer"* and the corresponding tools are enabled.



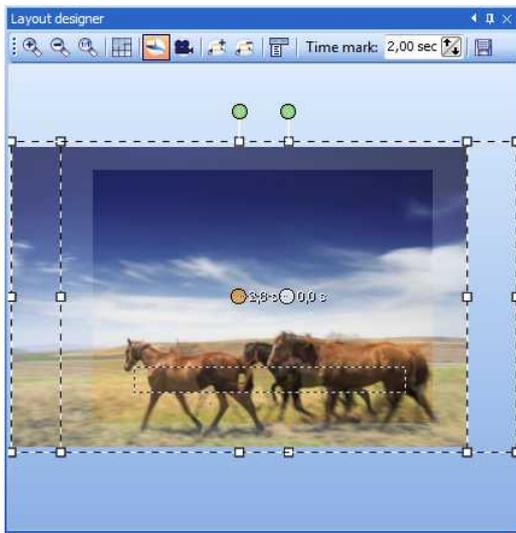
With camera pans the images must be enlarged beyond the visible area. For that purpose, reduce the display of the visible area with the  icon.



Now enlarge the image using the **“positioning frame”** until it looks similar to the image below.

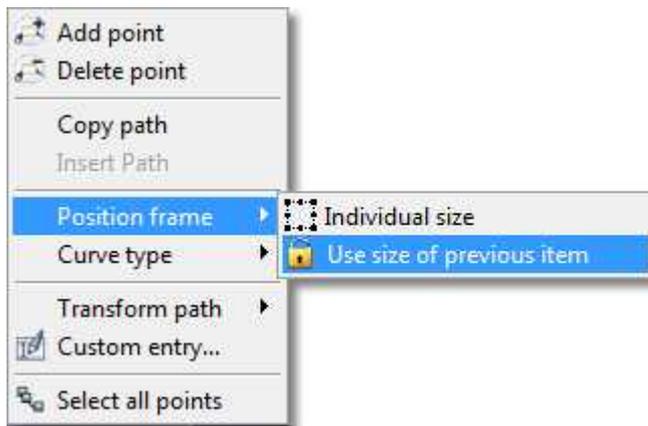


Then, with the  insert a new movement marker and position it to the left of the first movement marker.



Increase the time at the second movement marker, so that the movement is carried out more slowly. Should you not wish to have any **“Transition”** at the beginning of the movement path, you can set **“None”** in the **“Object settings”** of the image.

Then, with the right mouse button, retrieve the context menu at the 2nd movement marker marked. Now, in the latter, select **“Position frame”/“Use size of previous item”**. As a result, the size of the second movement marker is automatically adapted to the size of the previous one and can no longer be changed accidentally.



Every image with the setting **“Use size of previous item”** is marked in the **“Layout**

Designer” by a  .



Now simply click  and enjoy the effect.

3.9 Zoom



With **AquaSoft® SlideShow** you can also zoom into your images. If you want to show a particular section of an image enlarged, you can generate this using the corresponding tools in the **“Layout Designer”**. In that respect, you can freely choose the area which you would like to zoom in on.

You can apply **“Zoom”** and **“Camera pans”** to the **“SlideShow objects”** below:



You might find it useful to skim through the [movements](#) tutorial first since the zoom function is based on the movement path system.

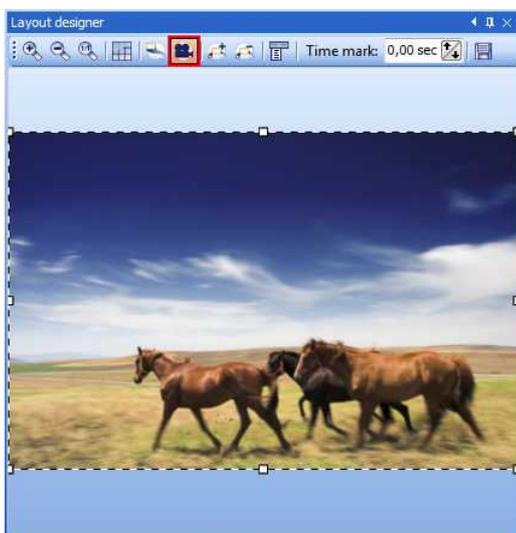
Zooming into an image easily

Create a new slide show  and insert an image.



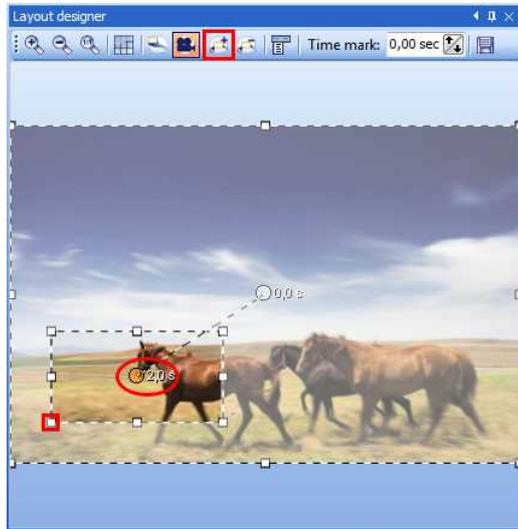
Click on the **“image”** in the **“Image List”** or on the **“Timeline”**, so that the image is shown in the **“Layout Designer”** and the corresponding tools are enabled.

Select the  icon from the upper edge of the **“Layout Designer”** to enter the **“Camera pan mode”**.





Now click the  icon. This inserts a movement marker. A **“position frame”** is now drawn around this additional marker. Reduce the size of this marker by means of the **“position frame”** and drag the section to the place which is supposed to be enlarged.



So that the **“Transition”** does not have a disturbing effect on the **“Zoom”**, you can set the **“Transition”** in the **“Object settings”** of the image to **“None”** or increase the **“Timestamps”**.

The 2nd marker is still marked (orange). First of all set the time there at 4 seconds. Then click the first marker in the **“Layout Designer”** and set the value to 3 seconds or more.



You can see that, by changing the time of the first marker, the subsequent markers also change automatically. In this way the movement set remains unchanged within the path.



The exposure time of an image is increased automatically if the time of the movement path becomes greater than the **“Duration”** set in the **“Image Object settings”**.

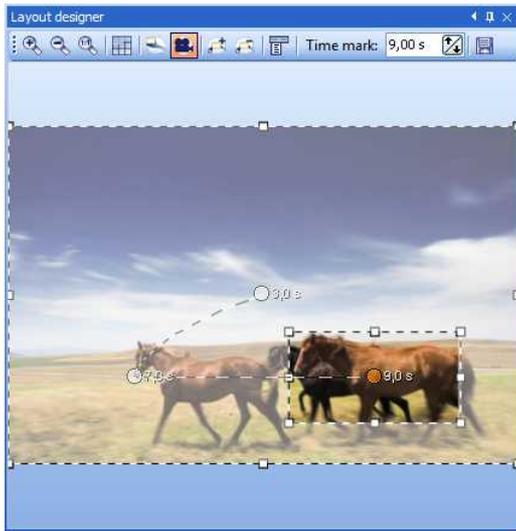


After clicking  you can play back the zoom effect.

Motion in the image

If you would like to zoom in on several sections of an image, you can now use a movement path in the image. Imagine you have a group photo and now wish to zoom in on the individual persons. However, you do not wish to constantly zoom in and out, but go over the faces in the image.

For that purpose, you can now insert an additional movement marker with the  icon. Position the marker at the desired final point.

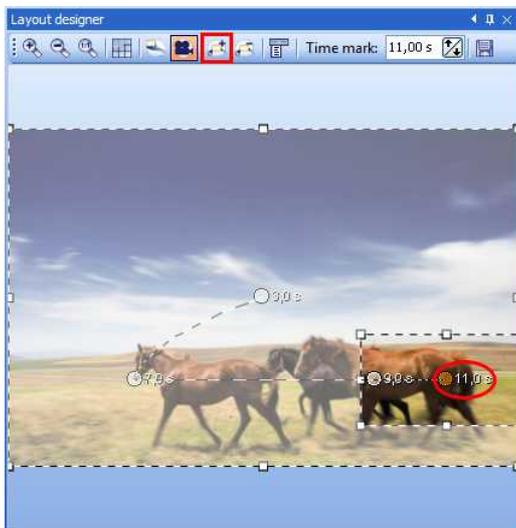


If you now play back the effect, you will now see that a camera pan is possible within the image. Using the time of the last movement marker you can control the speed. If you increase the time, the shot becomes slower.

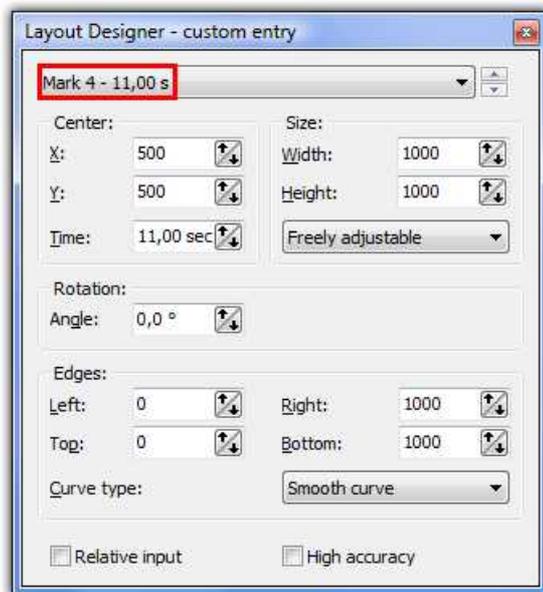
Zooming out

You can have the image cross faded while you are zoomed in on the section, or first revert back to the overall image size.

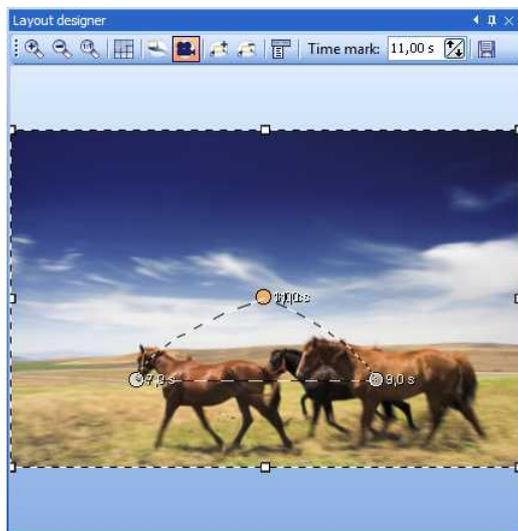
In order to revert back to the full size, insert a new movement marker. Please ensure that the last movement marker is selected.



The easiest thing to do is now to use the *“custom entry”*. Retrieve this via the right mouse button or via the  icon.



At *“Marker 4”* set 500/500 as the *“Center”* and 1000/1000 under *“Size”*. As a result, the image at Marker 4 is displayed completely, again.



Now simply click  and enjoy the effect.



If you would like to leave the image at the end exposed a bit longer, increase the *“Exposure time”* of the image from the *“Object settings”*. After the end of the movement path, the image then continues to remain on the screen.



When aligning the movement markers, it may occur to you that they snap magnetically to other movement markers and to horizontal and vertical lines of other movement markers. You can prevent them snapping this way by holding down the **“Ctrl”** key on the keyboard when moving the marker.

Furthermore, the movement markers are also aligned to the grid which can be enabled

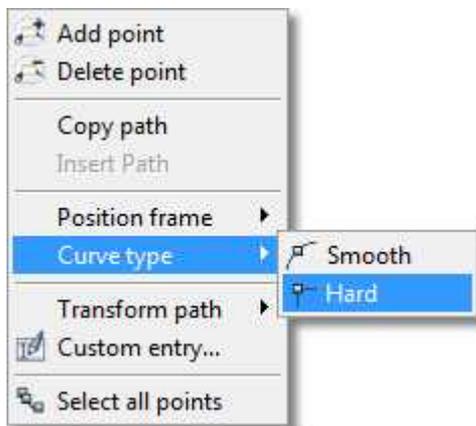
using the  icon.

As you can see, it is very easy to zoom images. Simply insert movement markers and position them as desired – and already motions enters your image.

The movement path can be changed using the **“Curve type”**. Select **“Select all markers”** by

means of the  icon and click in the **“Layout Designer”** with the right mouse button.

In the context menu which now appears, select **“Curve type”/“Hard”**.



You will now see the change in the form of the movement marker. This is now square, in order to represent the **“curve type”** chosen.



After clicking you can see the change in the zoom. The pan in the curves is now **“Hard”** and is no longer carried out soft.

3.10 Rotations



Just camera pans are not enough for you? You want more zest in your slide show? Add **freely definable** rotations to your images.



This feature is only available in AquaSoft® SlideShow Studio.

The following objects can be rotated:

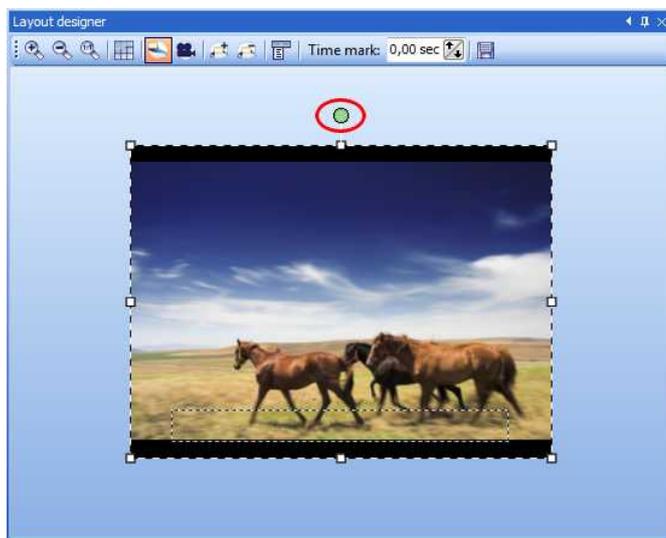


It doesn't hurt to read the tutorial [Movements](#) first because the rotations are combined with movement paths. The chapters [Rotating text](#) and [Letting texts fly](#) give more information about rotating text.

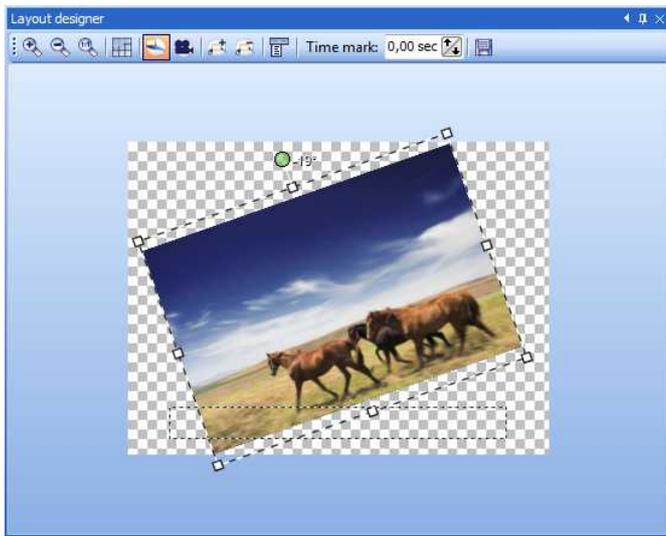
Create a new slide show  and add an image.



Select the image in **"Image list"** or **"Timeline"** to display it in **"Layout designer"**. Then use the  button in "Layout designer" to zoom out a little.

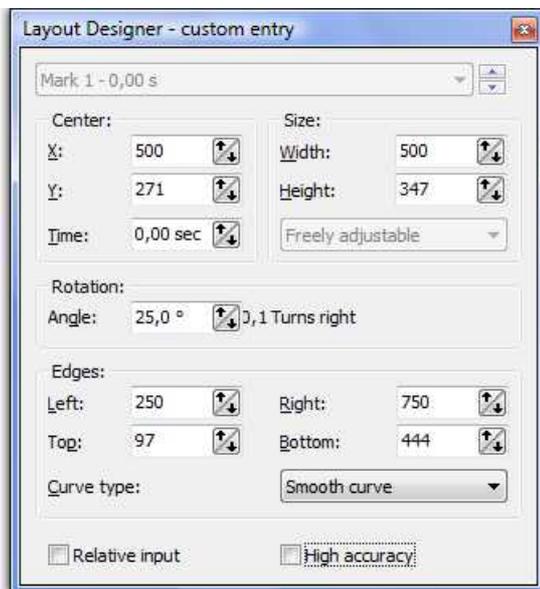


Now you can use the green handle to rotate the image. Click it, hold the mouse button down and define the rotation angle. Use the **"Position frame"** around the image to decrease its size.



The gray/white area in "**Layout designer**" is the visible area. Images need to be positioned in this area if you want them to be displayed. You need the outside area for special purposes like e.g. images or texts that "fly" in from the outside.

To manually specify the rotation angle click on the image in "**Layout designer**" and select "**Custom entry**".



Now enter the "**angle**" under "**Rotation**".

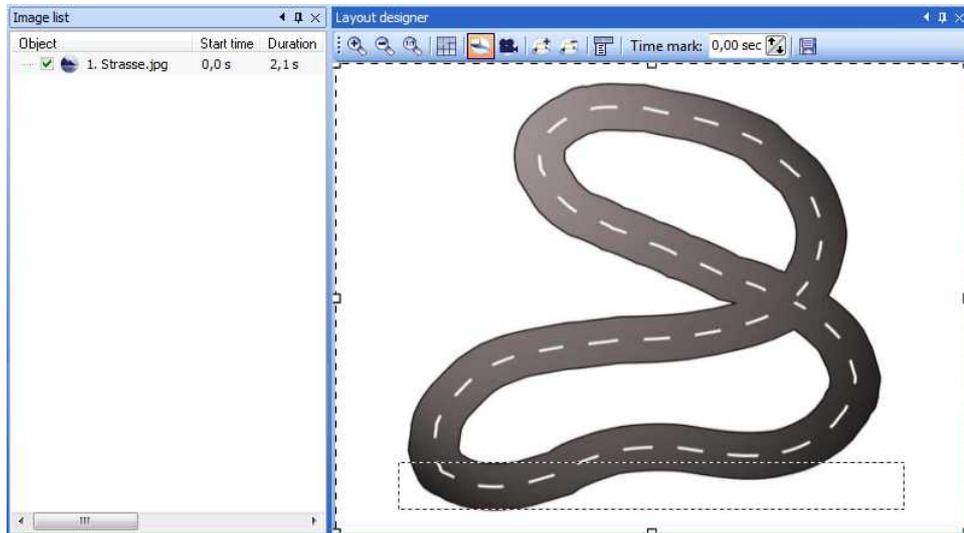
Beautify your [Collages](#) by rotating the images in the [Collage](#). [Texts](#) can be rotated this way, as well.

Of course this is not all you can accomplish with the rotation functionality. Would you like to trace your travel route with a car on a map? Then you can learn now how to combine movement marks with rotations.

In our example we let the car follow a road. First we add the image of the road using the



button. Instead you can add your image of the map.

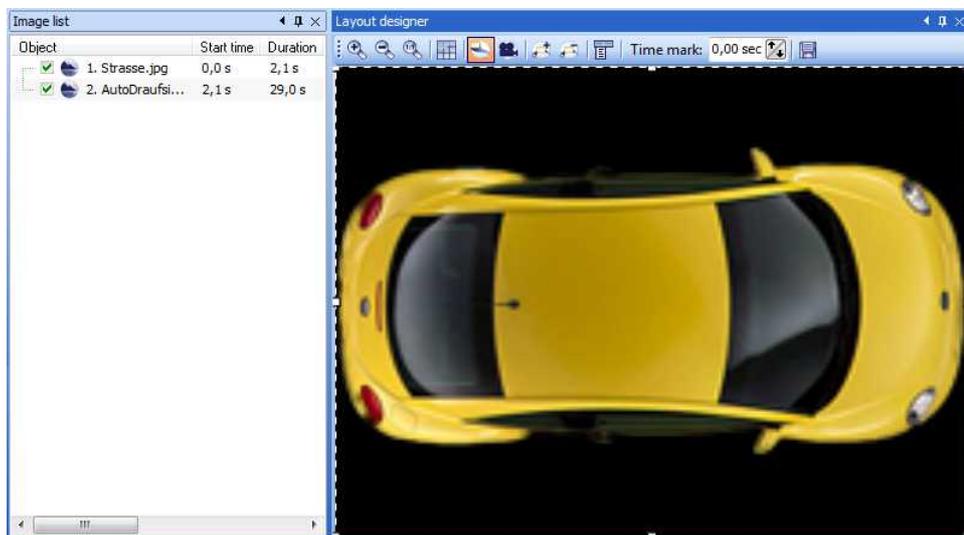


Now we need the car. Preferably it should be a PNG graphic with alpha channel.

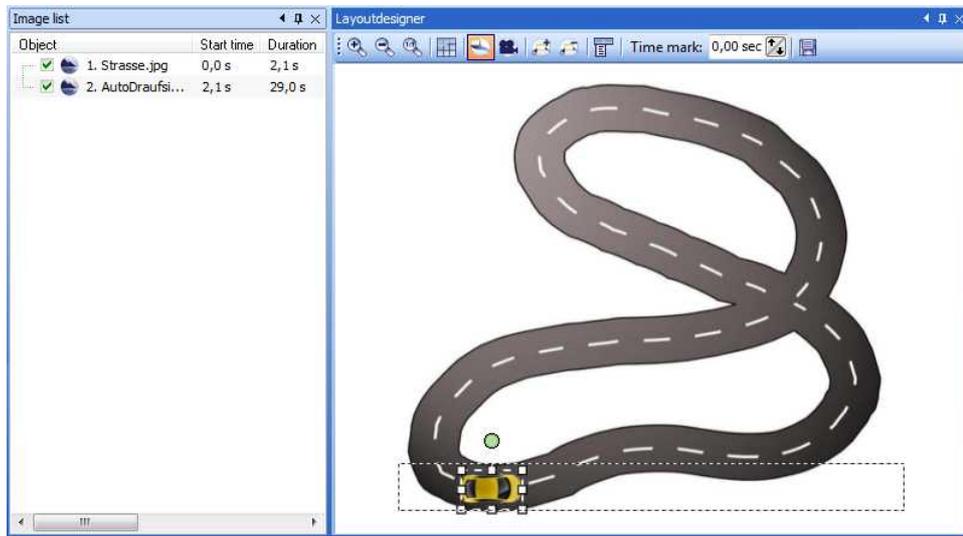


Please consult the [FAQ](#) about how to create this type of graphic.

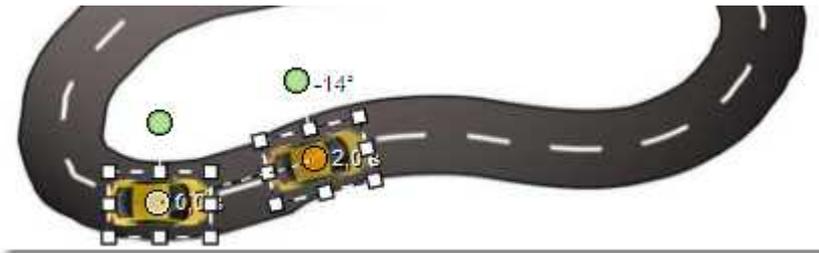
Add the car.



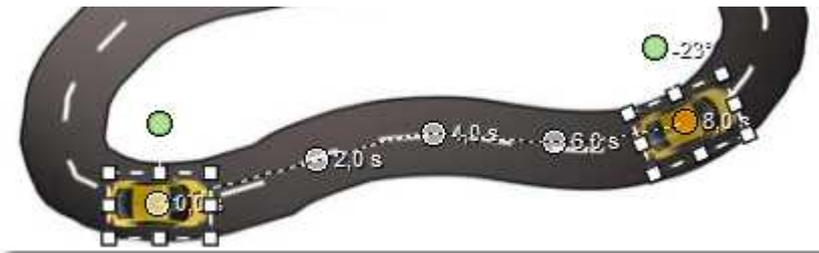
Decrease the size of the image using the **"Position frame"**.



Now you can start the tour. Add a movement mark  and rotate the car a little, following the direction of the road.



Add more movement marks and rotate the car accordingly.

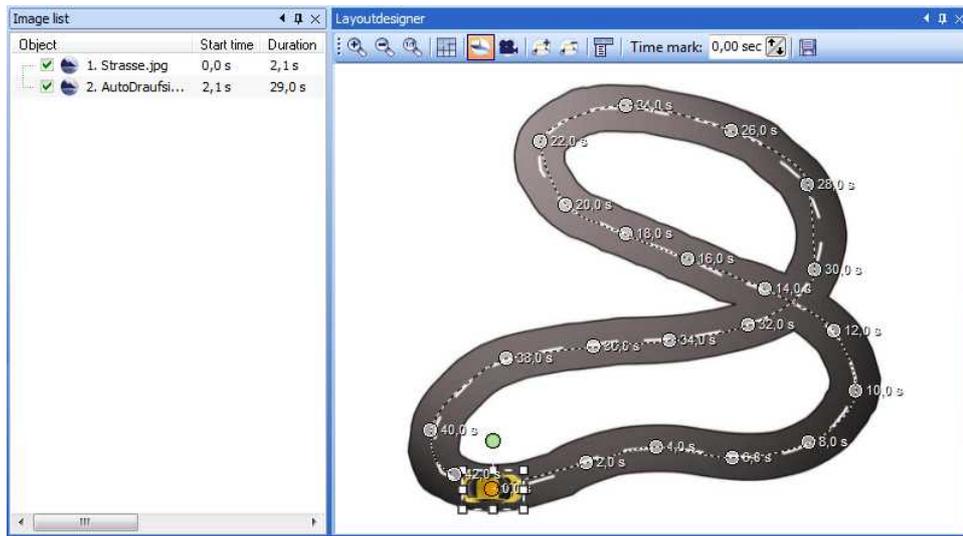


You can adjust the time marks for each movement mark individually. Click on a mark, it will then be highlighted. Change the time mark in the menu bar above the image.



Now replay your show via .

Eventually the complete movement path should look similar to the following graphic.

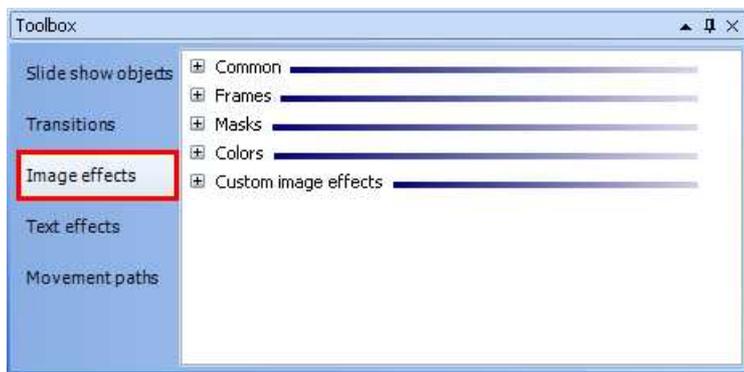


The **"rotation angle"** can be larger than 360 degrees. This way you can simulate effects like the skidding of a car out of a curve.

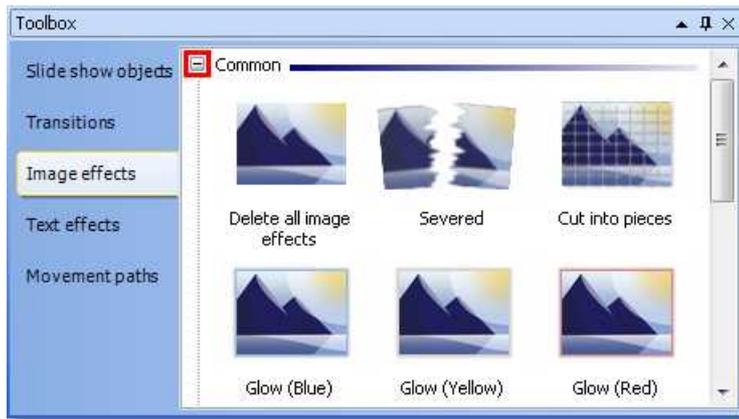
3.11 Image effects

With AquaSoft® SlideShow you can now also apply image effects to your images and in this way present your images even more impressively.

In the **"Toolbox"** you will find the "Image effects".

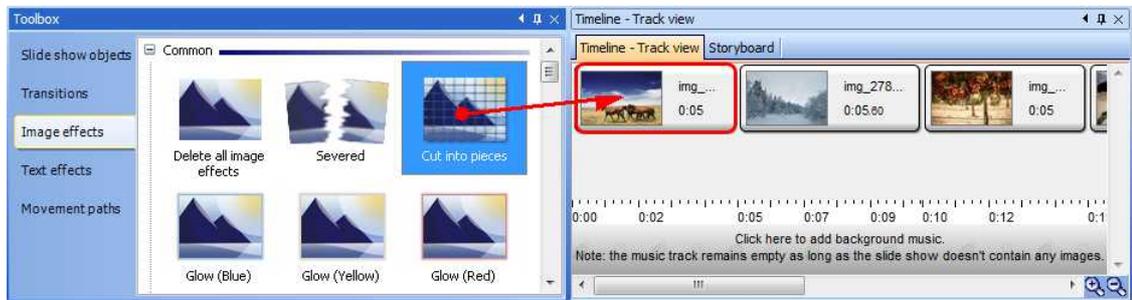


The **"Image effects"** are subdivided into various categories. With the **"plus"** icon you can open up the individual categories.



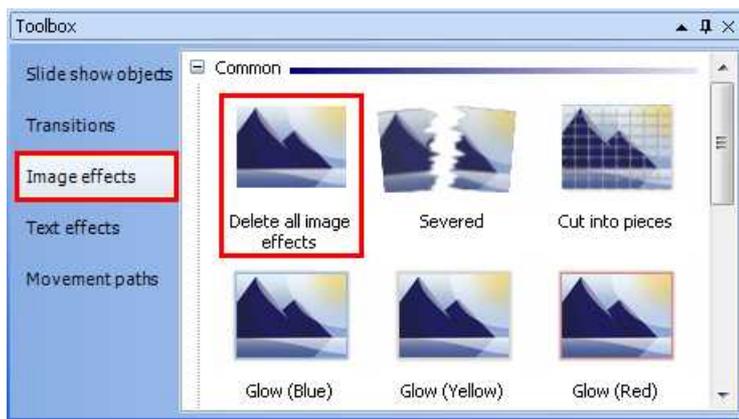
The **“image effects”** can be applied to an image very easily. Insert a few images into an empty slide show.

In order to now be able to apply the **“image effects”** to these images, simply drag the desired effect out of the **“Toolbox”** onto the image onto the **“Timeline”**.



You will see the change in the **“Layout Designer”**. The effect becomes properly visible when playing back.

If you want to remove an **“image effect”** again, in the category **“Common”** you will find the **“Delete all image effects”** object in the **“Image effects”**.



Simply drag the latter from the **“Toolbox”** onto the image on the **“Timeline”** in the case of which you wish to remove an effect set.

In **AquaSoft @ SlideShow Studio** you can create and edit such effects yourself. A special **Dort** gibt es einen speziellen **“Effect editor”** is available. It is explained in chapter [Image editing](#).

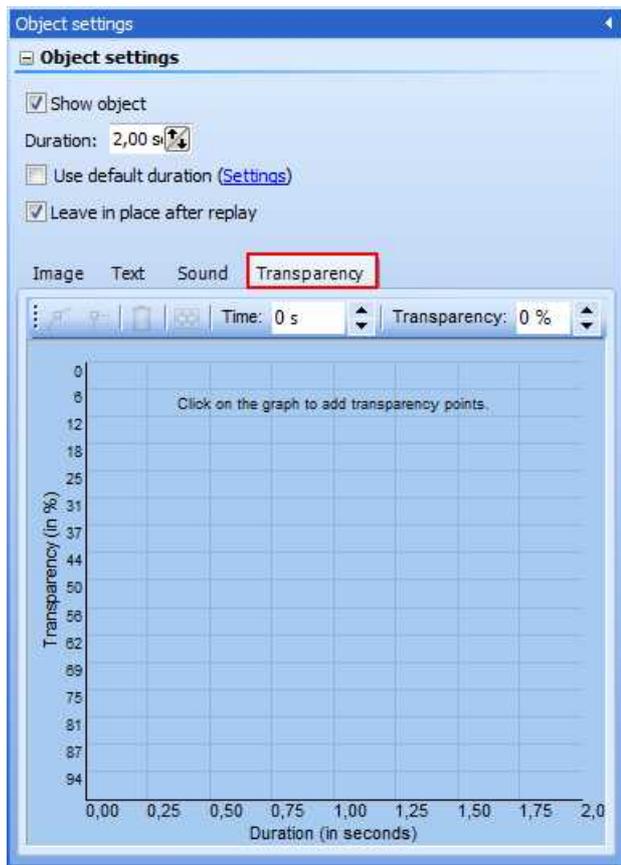
3.12 Animated transparency

In AquaSoft® SlideShow a transparency behaviour can be assigned to some **“SlideShow objects”**. In this way images and texts can also appear semi-transparent on a previous image.

You can apply the **“animated transparency”** to the **“SlideShow objects”** below:



You will find the corresponding possibility for setting them in the **“Object settings”** of the respective **“SlideShow objects”**.



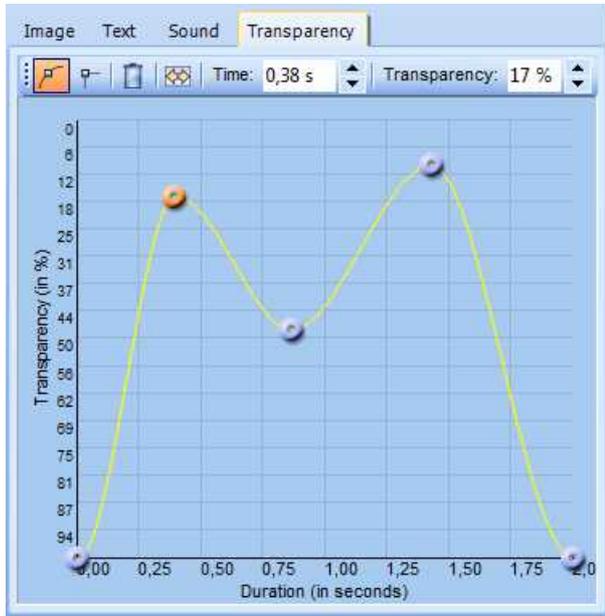
Now with the left mouse button set markers in this system, which then form a transparency curve. On the left-hand side you will find the value of the transparency (in %); at 100% transparency the image is completely transparent (i.e. no longer recognizable), at 0% it can be seen completely. Above the curve you will find icons, the meaning of which is:

-  Points are round, the course of the transparency animation is soft.
-  Points are square, the course of the transparency animation is hard.
-  If you have clicked a transparency marker (appears orange), you can delete the marker by clicking the icon.



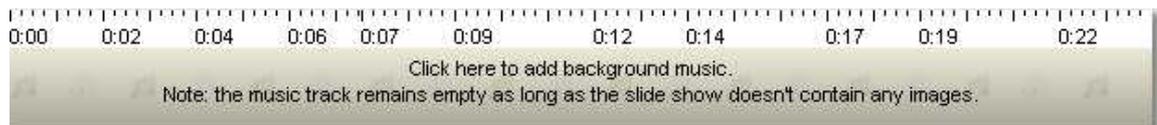
If you have changed the exposure time of the image or text, you can, by clicking this button, have the transparency set adjusted to the exposure time.

Move the markers by clicking an existing marker and keeping the mouse button pressed down. Now simply move the marker to the desired spot and release the button again. In order to delete the animated transparency entirely, you will have to remove all transparency markers.



3.13 Background music

A perfect slide show not only includes impressive effects, but also the background music. For the **“background music”** the **“Timeline”** provides its own sound track.

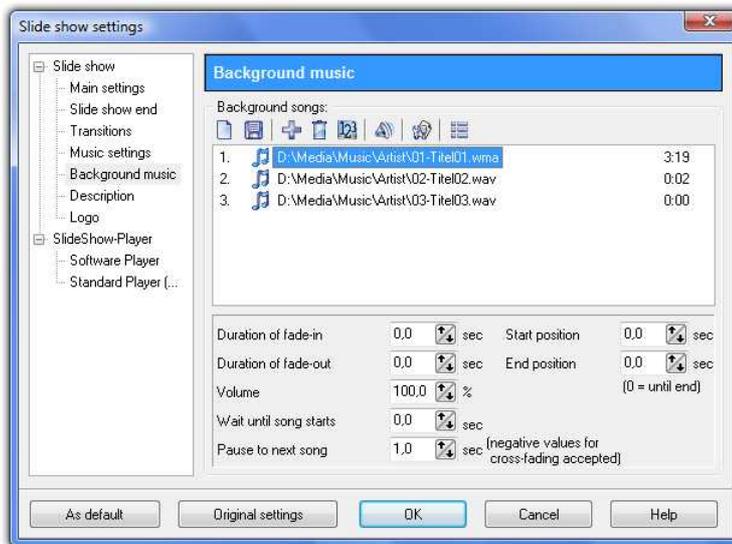


Click this sound track and the **“Background music”** menu is opened.



By means of the plus icon you can insert music onto that menu.

If you click the song, you can make further adjustments.



 You can insert one or also multiple tracks. These are then listed below one another in the list. You can change the sequence by clicking the track and moving it in the list with the mouse button pressed down.

 Removes a selected track from the list

 Plays back a selected song

 Opens the music settings

Duration of fade-in 0,0  s

A track can be gently faded in. In this case state how many second the fading in should last until the full volume should be achieved.

Duration of fade-out 0,0  s

Songs can also be gently faded out. In other words, they are getting more and more quiet prior to the end. Here set the time, how long prior to the end the fading out should start.

Volume 100,0  %

Specify here at what volume the track should be played back.

Wait until song starts 0,0  s

You can delay the start of a track. Specify here the length of the delay.

Pause to next song 1,0  s

If you do not want the following track to begin immediately, specify here the length of the break between songs.

Start position 0,0  s

It is also possible to only play a section of a track. Here you determine from what point in the song playing should start. For example, 20 secs -> The song begins at the 20th second. The first 20 seconds of the song are not played.

0 -> From the beginning.



Here you can determine when the song should end. In that respect, the timestamp in the song is to be selected again. If you want to end the song after 2 minutes, enter 120 secs here.

Example: Starting and final positions

You wish to only play 1 minute of the song. However, the part of the song which you would like to play back begins at the 45th second.

Starting position = 45 secs

Final position = 105 secs

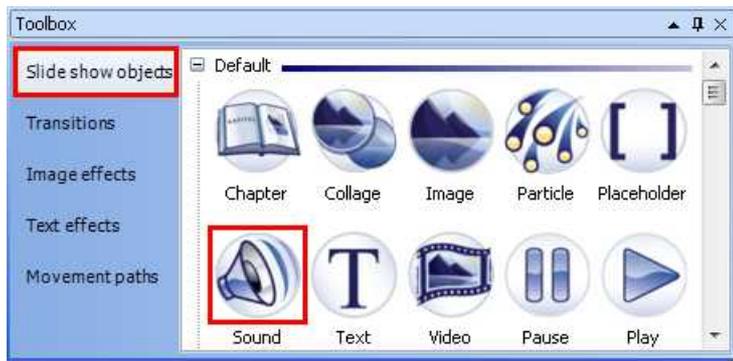


Only use unencrypted music tracks for your slide shows. For legal reasons, **AquaSoft® SlideShow** does not support the use of music tracks which have been encrypted by DRM or similar procedures.

The volume of the background music can be set individually.

3.14 Sound objects

If you have undertaken the desired adjustments with an object/image, you can drag it out of the **“Image List”** or **“Timeline”** to the **“Toolbox”**. A window then opens for saving the template. Enter a name there.



Afterwards you will find the template in the **“Toolbox”** under **“SlideShow objects”** -> **“My Objects”**. Click the object and then select the images. These are then inserted with the desired template.

The **„Sound“-object** is usually used if a sound will only be played over the length of a certain number of images. This is accomplished by using a **“Chapter”**. You can find an example in chapter [Multiple tracks](#).

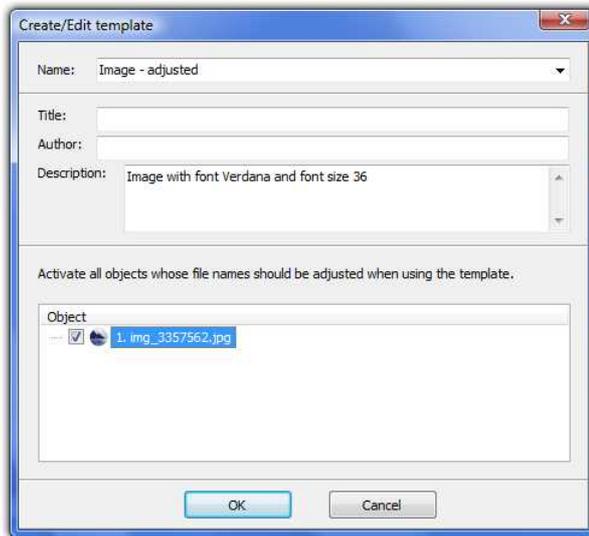
[Here](#) you can find a chapter about **„Sound“-properties**.



Only use unencrypted music tracks for your slide shows. For legal reasons, **AquaSoft® SlideShow** does not support the use of music tracks which have been encrypted by DRM or similar procedures.

3.15 Saving own templates

If you have undertaken the desired adjustments with an object/image, you can drag it out of the **“Image List”** or **“Timeline”** to the **“Toolbox”**. A window then opens for saving the template. Enter a name there.



Afterwards you will find the template in the **“Toolbox”** under **“SlideShow objects”** -> **“My Objects”**. Click the object and then select the images. These are then inserted with the desired template.



3.16 Using the SlideShow-Master



The SlideShow Master contains a series of slide show templates which make it easy for you to create a slide show.

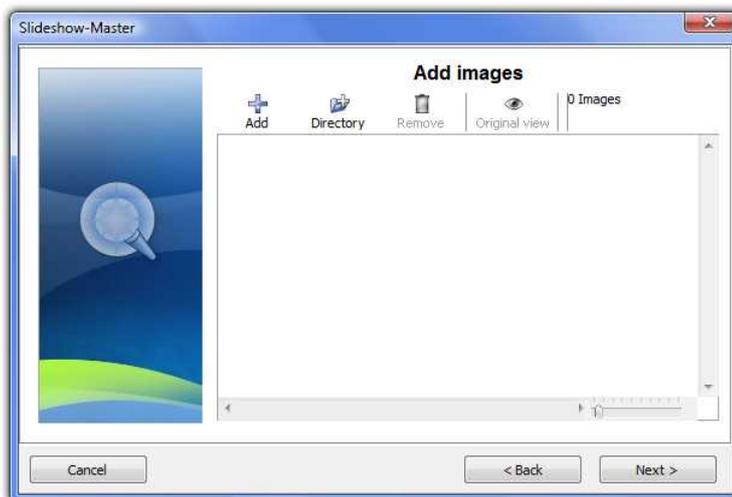
At lightning speed you can select images and music to create an attractive slide show in connection with a style.

Under **“File”** -> **“New”** -> **“Use SlideShow Master”** you can access the **“SlideShow Master”**.



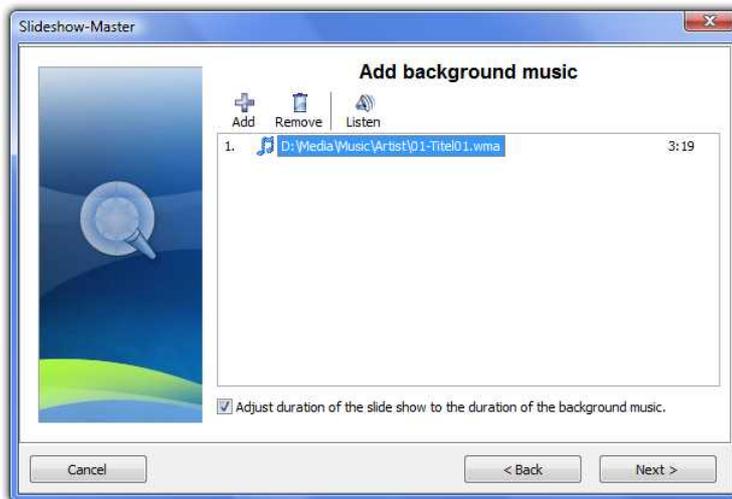
Click **"Next"** to begin designing the slide show.

In the next step please insert images using the **"plus"** icon.



Then click **"Next"**.

Now insert your desired background music using the **"plus"** icon.



Soll die Abspieldauer nicht an die Hintergrundmusik angepasst werden, so entfernen Sie den Haken bei der Option. Bei gesetztem Häkchen wird die Verweildauer der Bilder der Länge der Musik angepasst.

Next click **“Next”**.

Now select a style template.



With the **“Start preview”** button you can inspect the style template.



With some templates you can enter a film title and further personal details. For that purpose, simply click the personalization data directly and enter your desired text.



Then click **“Next”**.

Now you can decide what the next step should be.



Edit slide show:

Opens the style template with the images in **AquaSoft® SlideShow** for editing. It is now possible to make individual adjustments.

PC DiaShow auf CD brennen:

This option opens the [CD Wizard](#) and you can record the show on a CD or prepare it for passing on. The CD recorded can then be reproduced on a PC (not on a DVD player).

Video auf VCD, SVCD oder DVD brennen:

This option opens the [Video Wizard](#). With this the slide show is recorded on a video CD or DVD. First the show must be converted into a video.

4 Properties of slide show objects

As you have already learnt in the previous sections, there are so-called **“Object settings”** for the **“SlideShow objects”**. In these you can configure specific settings for the respective objects.

You will find the **“SlideShow objects”** in the **“Toolbox”**.

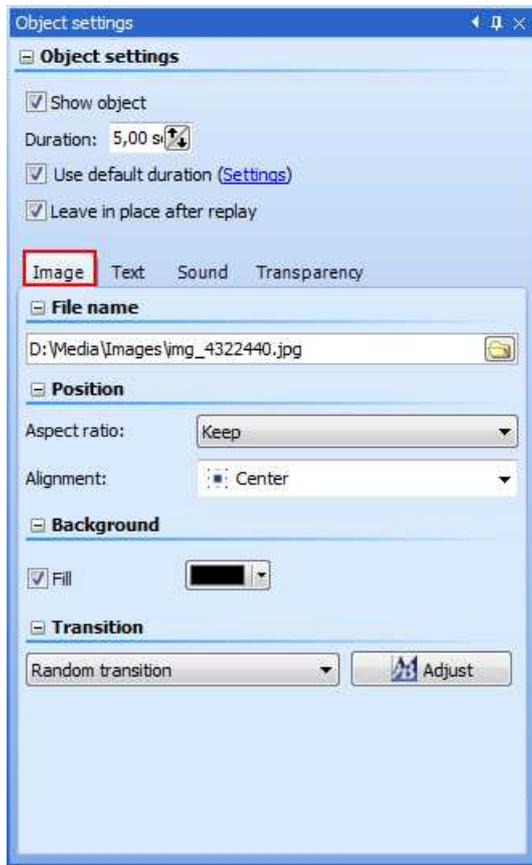
The **“Object settings”** can be shown fixed on the user interface (always embedded) or also only displayed when required. If you do not show them on the user interface, you can access the **“Object settings”** at any time by **“right-clicking”** the relevant object.

The following fundamental properties are available with every object:

<input checked="" type="checkbox"/> Show object	Determines whether the object should be shown when playing back the slide show.
Duration: 5,00 s 	Here you can set the exposure time. In other words, how long, for example, an image, text or video is supposed to be shown. The cross fading effects take place within this exposure time.
<input checked="" type="checkbox"/> Use default duration	In the “SlideShow settings” you can set a standard exposure time for your “SlideShow objects” . If you change the exposure time there, this applies to all “SlideShow objects” in the show in the case of which the standard exposure time was enabled and to “SlideShow objects” which are newly inserted.
<input checked="" type="checkbox"/> Leave in place after replay	Normally an image or text is cross faded by a subsequent image. In that respect, the image “lingers”. If it is not desired in the case of a particular animation, the “lingering” can also be turned off.

4.1 Image

In the **“Object settings”** of an **“Image”** you can configure the following settings:

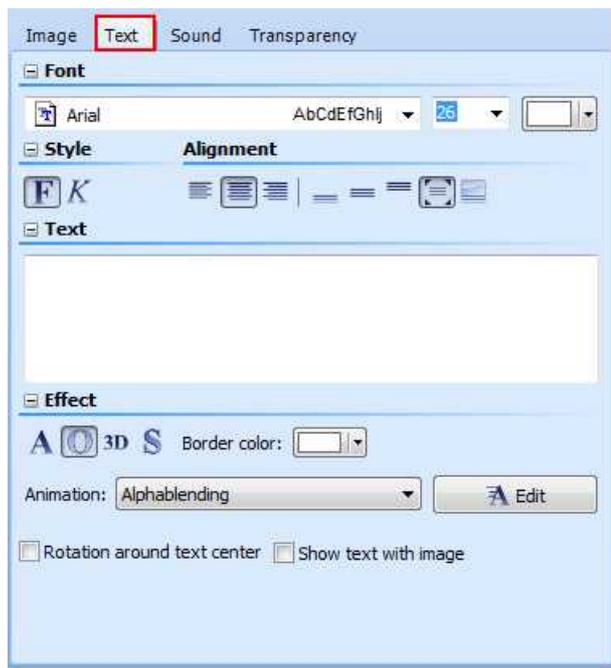


Image

<i>File name</i>	Shows the path and file name of your image.
<i>Aspect ratio</i>	<p>Images have an aspect ratio which is comprised of the height and width of the image. If an image differs from the aspect ratio of the slide show set, it can be decided here how the image should be represented.</p> <p><i>Retain:</i> The image retains outlines when being played back.</p> <p><i>Crop:</i> Parts are “cropped” from the edge of the image until the image fits into the correct aspect ratio without edges emerging.</p> <p><i>Distort:</i> The image is inserted into the aspect ratio of the slide show, whereby a distortion of the image takes place.</p>
<i>Alignment</i>	Determines the position of the image on the screen.
<i>Fill background</i>	The background is always filled if the image is reduced in size or the image differs from the slide show aspect ratio set. It can then occur that the previous image “shines through”. This can be prevented by means of this

	function. The color used for filling the background can be changed at your option. In the case of “image within image” effects, the function must be deselected.
Transition	Here the “Transition” can be set or also deselected. For that purpose, in the drop-down list there is “None” as the first option. With the “Adjust” button, the transitions can be configured. You can also obtain a preview of all transitions there.

Text



The possible formats are almost always self-explanatory through the icons and you are no doubt familiar with them already from other text programs.

The **“Alignment”**, however, has a minor peculiarity.

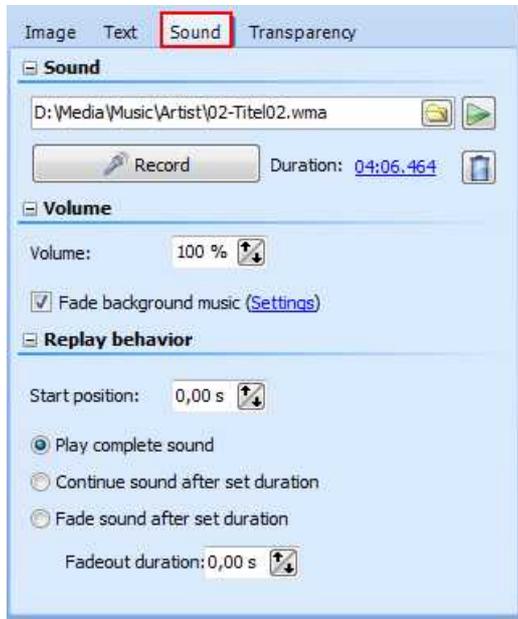
-  Positions the text at the lower edge of the screen.
-  The text is shown in the center of the screen.
-  Positions the text at the upper edge of the screen.
-  **Places the text freely in order to determine the position in the image individually.**
-  The text is shown underneath the image. That also applies if the image is shown reduced in size.

Should you not wish to have separate text animation, activate the option **“Fade in text with image”**.

Should the text be shown animated, you can select various ready-made animations from the list. You can still adjust the animation using the **“Edit”** button. You can also see a preview of the animations there.

“Rotation around the center of the text” refers to animations in which the text is rotated. Under **“Edit”** you can also determine a different rotation center.

Sound



Folder icon	Using the yellow folder you can assign commentaries or pieces of music already included to an image.
Play icon	Plays back the music file assigned to.
Record	Opens the “Sound Wizard” and you can then record a commentary to go with the image.
Volume	Determines the volume of the sound when played back.
Fade background music	You can determine whether the volume of the background music should be faded/decreased when playing back the sound.
Play back the full length of the sound	Plays back the sound in its entirety and thereby adapts the exposure time of the image to the length of the sound.
Continue to play the sound after the duration set	With this option the image can have a shorter duration than the sound. The sound then simply continues to be played on into the next images until it has come to an end.
Fade out the sound after the duration set	Should the exposure time of the image have come to an end, but the sound be longer, with this option the sound is faded out at the

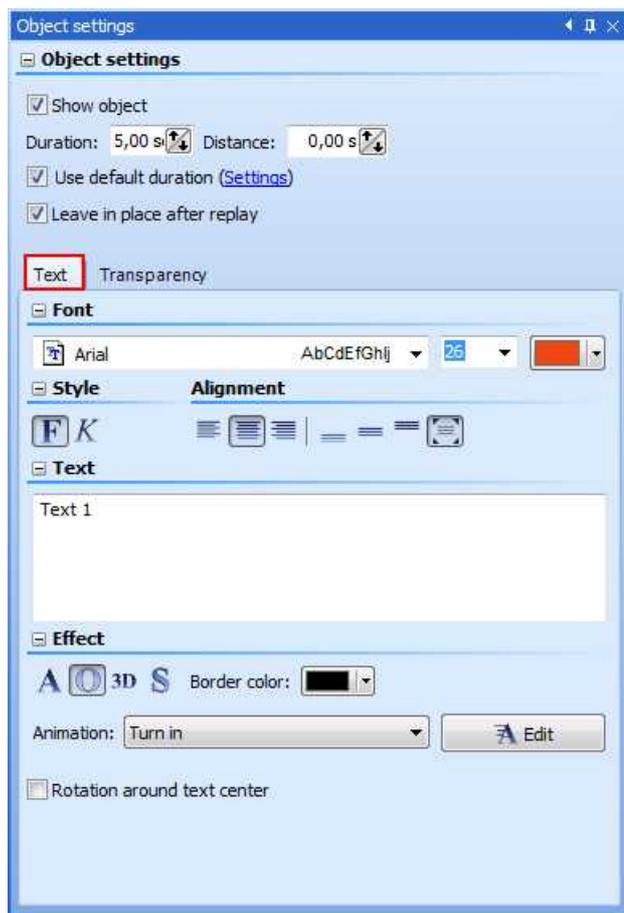
end of the image. Under **“Duration”** you can set the fading out time.

Transparency

“Animated transparency” is described in the design options under [Animated transparency](#).

4.2 Text

In the **“Object settings”** of a **“Text”** object you can configure the following settings:



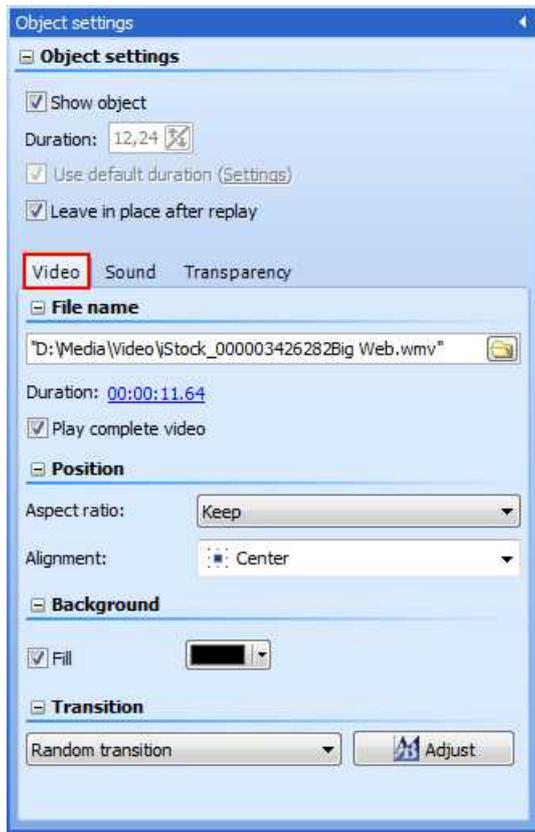
The **“Text Object settings”** do not differ from the **“Text Object settings”** in the case of the [images](#). In this case there is only not the **“Fade in text with image”** option. The **“Text”** object is an independent **“SlideShow objects”**, can, however, nonetheless, be faded into images and videos.

Transparency

“Animated transparency” is described in the design options under [Animated transparency](#).

4.3 Video

With the "**Video**" object you can configure the following settings in the "**Object settings**":



Video

File name

Shows you the path and file name of your video. Using the yellow folder you can also exchange the video for another video file.

Duration

If you have once changed the playback time of the video, you can set the correct video length again with a click on the time.

Play back video entirely

If the option is selected, the full length of the video is played back. If you deselect the option, you can set the playback duration individually.

Aspect ratio

Retain: The video retains outlines when being played back.

Crop: Parts are "**cropped**" from the edge of the video until the video fits into the correct aspect ratio without edges emerging.

Distort: The video is inserted into the aspect ratio of the slide show, whereby a distortion of the image takes place.

Alignment

Determines where the video is supposed to be positioned on the screen.

Transition

A cross fading effect can also be assigned to the video here. Using “Adjust” the transition can be individually configured.

Sound



Here you can determine if the background music should be faded out when the video is played back. If the video does not have its own sound, but perhaps a noise has been recorded, set the volume of the video to 0% and remove the check mark beside “Fade background music”.

Transparency

“[Animated transparency](#)” is described in the design options under [Animated transparency](#).

4.4 Sound

With a “**Sound**” object the following settings are possible:

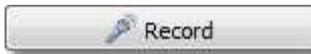




With the folder icon you can insert or remove a music file. The track selected is shown on the left next to the icon.



Plays back the music file



Opens the **“Sound Wizard”**. With this you can record a commentary for the image via a microphone connected to the PC. You can find more on the **“Sound Wizard”** [here](#).

Volume

Displays the volume at which the sound is supposed to be played back.

Fade out background music

If this option is enabled, the background music is faded (volume decreased) when the music file is played back.

Play back the full length of the sound

Should this check mark be selected, it means that it plays back the full length of the **“Sound”** object.

Continue to play the sound after the duration set

With this option the sound can receive a shorter exposure time. The sound is then simply played on into the next images until it has come to an end.

Fade out the sound after the duration set

Should you wish to only play back the sound for a certain period of time and then end it, you have to select this option. Under **“duration”** you can set the fading out time.

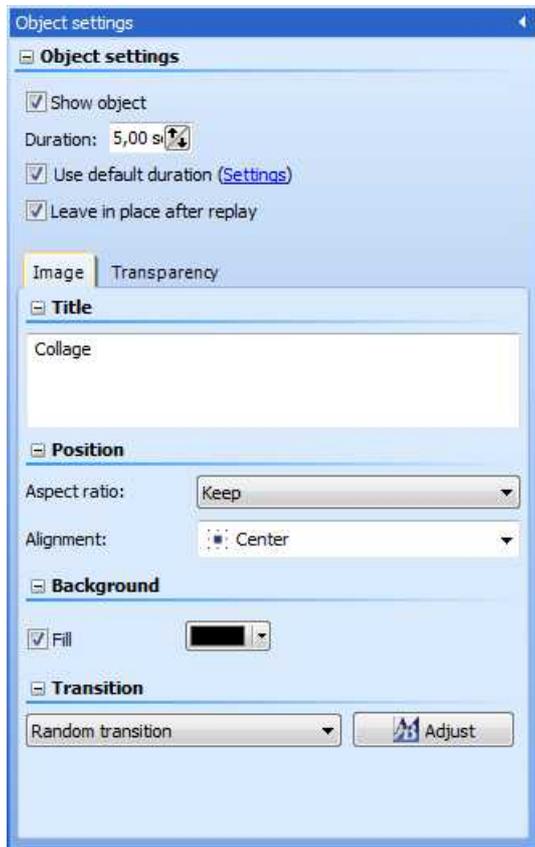
The volume of a sound object can be controlled individually.



Only use unencrypted music tracks for your slide shows. For legal reasons, **AquaSoft® SlideShow** does **not** support the use of encrypted music tracks.

4.5 Collage

With “**Collage**” objects you have the following possibilities for settings:



Image

<p>Aspect ratio</p>	<p>Images have an aspect ratio which is comprised of the height and width of the image.</p> <p>Retain: The collage retains outlines when being played back.</p> <p>Crop: Parts are “cropped” from the edge of the collage until the collage fits into the correct aspect ratio without edges emerging.</p> <p>Distort: The collage is inserted into the aspect ratio of the slide show, whereby a distortion of the image takes place.</p>
<p>Alignment</p>	<p>Determines the position of the collage on the screen.</p>
<p>Fill background</p>	<p>The background is always filled if the image or the collage is reduced in size or the collage differs from the slide show aspect ratio set. It can then occur that the previous image “shines through”. This can be prevented by means of this function. The color used for filling the background can be changed at your option. In the case of “image within image” effects, the function must be deselected.</p>

Transition

Here the **“Transition”** can be set or also deselected.

Transparency

“Animated transparency” is described in the design options under [Animated transparency](#).

4.6 Chapter

In the **“Object settings”** of the **“Chapter”** only a section name can be specified. This serves to provide a better subdivision of your show. This chapter name will be loaded into **SlideShow-Manager** later, provided it is installed. The chapters can thus later be selected individually in a CD/DVD menu and played back.

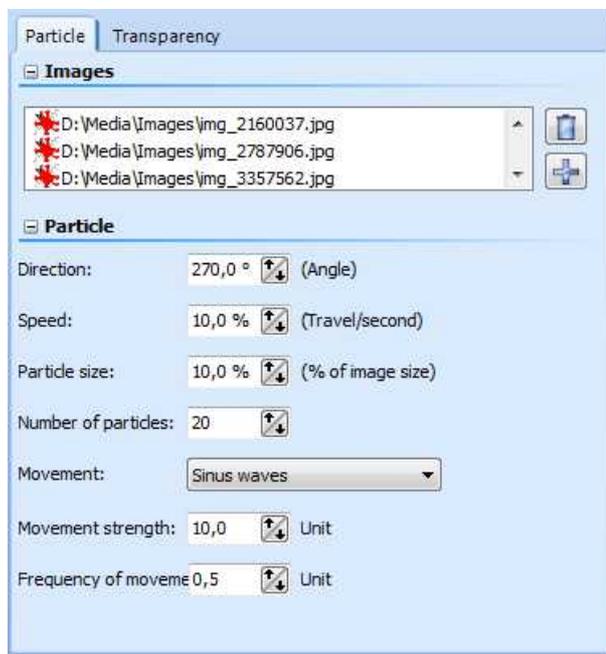
4.7 Particles

The **“Particle”** object shows your images in a minimized form and moves them on the screen.



This feature is only available from <%PRODUCERPROGRAMNAME_R_ORIG%> Deluxe.

In the **“Object settings”** of the **“Particle”** object you can adapt the representation to your wishes.



Inserts additional images into the **“Particle”** object.



Removes selected images from the **“Particle”** object.



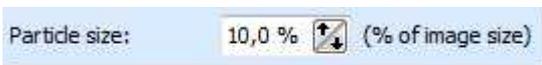
Under Direction you can set in which direction the particles disappear.

Directions:

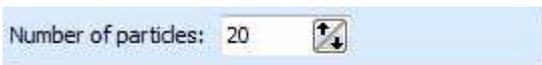
0 degrees = the particles move out of the image towards the right
 90 degrees = the particles move out of the image towards the bottom
 180 degrees = the particles move out of the image towards the left
 270 degrees = the particles move out of the image towards the top



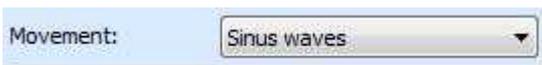
You set the pace of the movement under "speed". The higher the value is, the faster the particles fly over the screen.



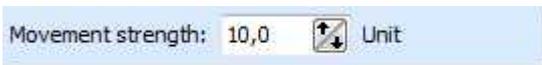
Here you determine the size of the particles.



With the number of particles, you set the quantity of particles shown.



Here you can select an animation for the particles.



Here you set how strongly the movement should be carried out. The higher the number, the stronger.



The frequency specifies how often the movement is carried out. The smaller the number, the lower the number of movements.

The **"Particle"** object can in addition also be provided with [movement paths](#). In **AquaSoft® SlideShow Studio** you can even [rotate](#) the **"Particle"** object.

5 Controlling the slide show

5.1 Automatic course

It is standard for the images in a slide show to be automatically played back in sequence. In that respect, you determine in the **"Object settings"** of the **"SlideShow objects"** how long an **"image"**, **"text"** or **"collage"** is shown.

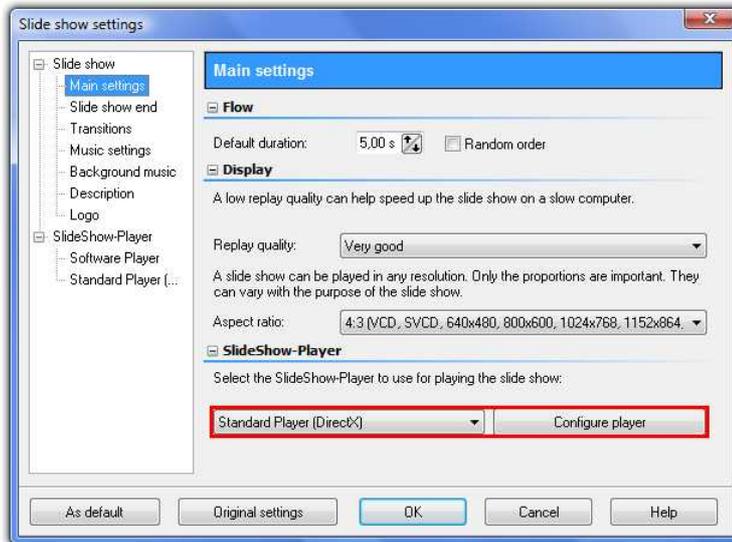
5.2 Manual control

Should you wish to move on manually during the show, you can configure the **"SideShow Player"** accordingly in the **"SlideShow settings"**.

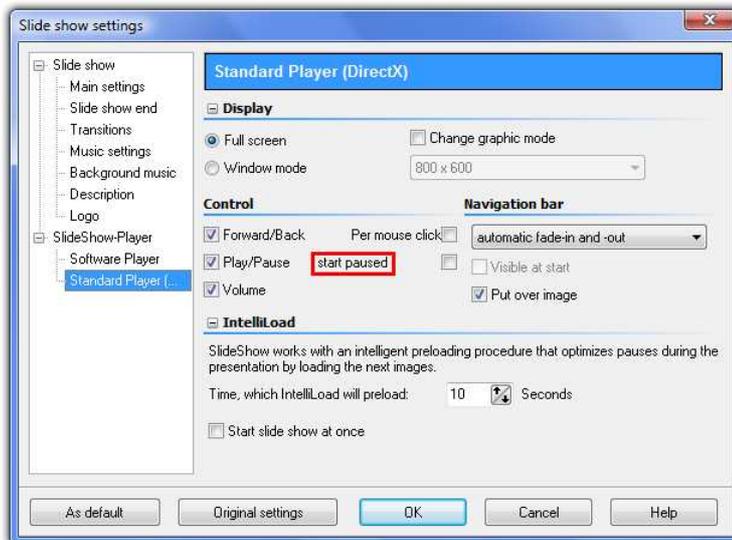
The **"SlideShow settings"** always refer to the current show open.



From the menu bar you can open the **“SlideShow settings”** using the icon. Alternatively you can also open the dialog using **“Slide Show” -> “SlideShow settings”**.



Via the **“Basic settings”** you can access the **“Player configuration”** directly.



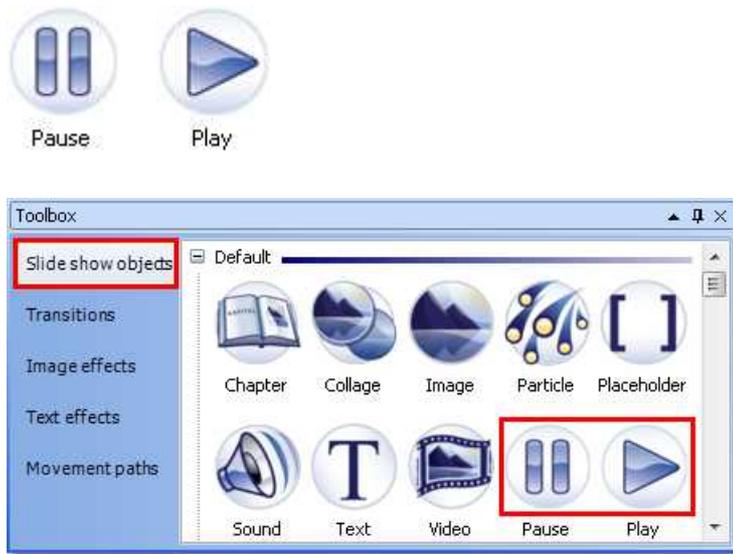
The **“Start after a pause”** option switches the show over to being continued manually. You can then continue the show using the cursor and scrolling keys.

If you activate **“By mouse click”** in the dialog, you can continue your show by clicking the mouse.

5.3 Automatic and manual course mixed

With AquaSoft ® SlideShow it is likewise possible to continue parts of the slide show manually and let other parts play back automatically. You can alter this as you please.

In the **“Toolbox”** you will find two **“SlideShow objects”** for this purpose:



These two objects make it possible to switch between continuing the show manually and letting it run automatically. By double-clicking or by drag-and-drop you can insert the objects into your show.

If you, for example, insert the **“Pause”** object behind the 3rd image, the show will stop before the 4th image and wait for you to continue using the keyboard or mouse.

The manual replay can be interrupted again with a **“Play”** object. For that purpose, insert the **“Play”** object at the point where the automatic course is desired.

Artificial pause:

You can also insert a **“Play”** object directly behind a **“Pause”** object. Thus, the show will be stopped at the image before the **“Pause”** object and, as soon as you continue, the show continues to run automatically.

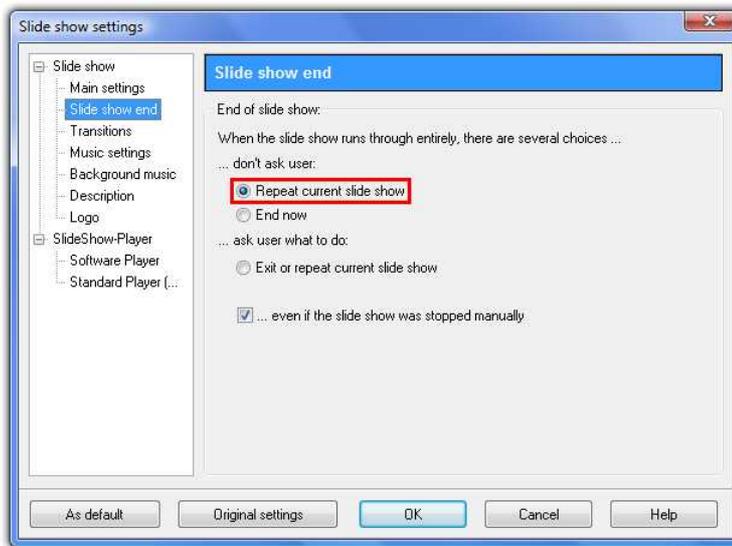


If you convert your show into a video DVD, this function of the two objects is lost. To pause a video DVD, you have to use the pause key on the remote control.

5.4 Repeating the slide show infinitely



From the menu bar you can open the **“SlideShow settings”** using the icon. Alternatively you can also open the dialog via **“Slide show” -> “SlideShow settings”**. Under **“SlideShow end”** you can enable the repeat function.



If you convert your show into a Video-DVD this functionality will be lost. If you create your Video-DVD with **SlideShow-Manager** you can there activate the repetition of the of replay.

6 Export options

6.1 DVD-Player

For the DVD player your show must be converted into a video and then burned as a video DVD. This function is provided by the **“Video Wizard”**.

Video Wizard

With the **“Video Wizard”** you can quite easily burn your show onto a DVD and thus play it back on the DVD player. Under **“Wizards”** you can open the **“Video Wizard”**.



DVD

Creates an MPEG 2 video and burns it onto a DVD as a video DVD.
Resolution: 720x576

SVCD

Creates an MPEG 2 video and burns it onto a CD as an SVCD.
Resolution: 480x576

VCD

Creates an MPEG 1 video and burns it onto a CD as a VCD.
Resolution: 352x288

Select the **“DVD”** option. **“VCD”** or **“SVCD”**. Then click **“Continue”**.



In the settings dialog you can still set various options. The **“TV border correction”** is required if the television frame covers up the visible area at the edge.

The **“Filming standard”** is automatically set to PAL, the European filming standard. NTSC can also be set. The aspect ratio is automatically adjusted to the aspect ratio of your slide show. If you have created a 16:9 show, **“PAL (16:9)”** is automatically set. With a 4:3 slide show **“PAL (4:3)”** is selected.

Before the DVD can be burned, it must first be converted into a video. It must be saved to the hard disk prior to the burn process. You can decide the storage location and the name under **“Video file”**.

Then click **“Continue”** and **“Create video”**. You can access the **“Burn video on CD/DVD”** option in the **“Video Wizard”**.



Here you can burn a video file already created (mpg video), which you have saved on your hard disk, onto a CD/DVD.



Specify the relevant mpg file and what type of video is concerned.

SlideShow-Manager

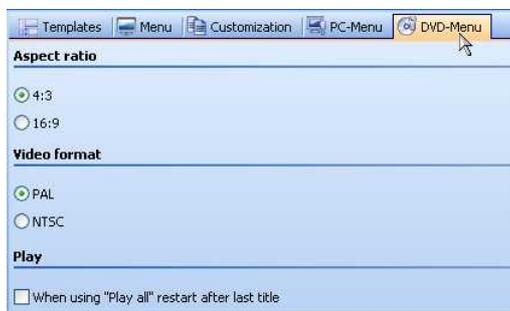
In **AquaSoft® SlideShow Studio** you can also use „*SlideShow-Manager*“ to burn your CDs/ DVDs. It allows to burn multiple shows on one DVD and to create a DVD menu. If you're using **SlideShow Deluxe** and want to use „*SlideShow-Manager*“ you can purchase it as a separate product.

You can open „*SlideShow-Manager*“ from the "*Wizards*" menu.

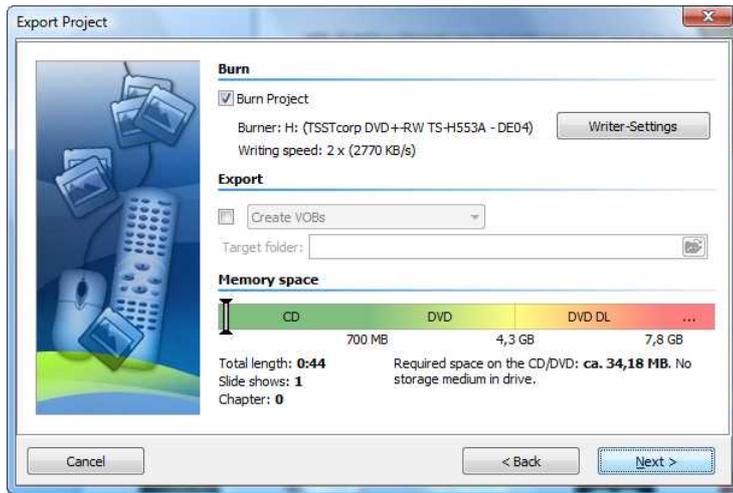


Select a template for your DVD menu and adjust the individual settings for the menu.

Under „*DVD-Menu*“ specify aspect ration and video format.



By clicking the  button a dialog for burning the shows opens. Select „*Video DVD*“.



With „**Burn project**“ you create a video DVD. Click **Next** and **Export project**.

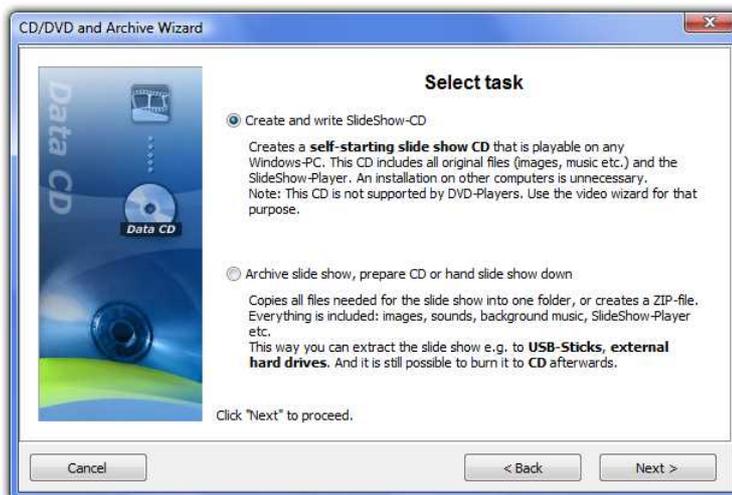
You can find an extensive description of „**SlideShow-Manager**“ in the help files of „**SlideShow-Manager**“. You can find it under "Help" in „**SlideShow-Manager**“.

6.2 PC-Show

Your slide show can also be played back on a different PC, on which AquaSoft ® SlideShow is not installed.

The CD/Archiving Assistant will assist you in burning your slide shows with all the data to a CD/DVD or archiving them on the hard disk.

Under **Wizards** you can open the **CD/DVD and Archive Wizard**.



After selecting the task, click **Next**.

Creating and burning a slide show CD:



Specify a **“title”** for the CD/DVD. This title is used as the name of the CD/DVD.

Should you use fonts in the case of which you are not sure that they are installed on other PCs, you can also burn them onto the CD/DVD.

Archiving the slide show, preparing the CD or passing on the slide show

This option enables you to save all data (ads file, images, music) in a common directory. This option is also very well suited to archival storage. In this way the slide show can also be saved on external data carriers (hard disks, USB sticks ...).



In order to save disk space, you can pack all the data into a ZIP archive.

Should you use fonts in the case of which you are not sure that they are installed on other PCs, you can copy these as well.

“Protect images from being accessed”:

Should you wish to pass on the slide show, however not permit access to your images, you can have your images protected. This function is not suitable for archiving, since this show can no longer be edited. It can only be played back. It is no longer possible to restore the images. You should not delete your original images from the hard disk.

You should copy the **“Slide show player”** in order to be able to play back the show on computers

on which **AquaSoft® SlideShow** is not installed. Without this player you cannot otherwise play back the show.

Click **“Next”** and then click **“Start”**. Now all necessary data for the show will be copied into the folder specified or combined into a ZIP archive.

6.3 Additional video formats

For that purpose, select the **“User-defined video”** option in the **“Video Wizard”**. In the dialog you can now select additional formats under **“Video format”**.

Check in advance with which codec videos have to be created, so that your DVD player plays them back (Operating Instructions). Then check whether this codec is installed on your PC. If not, you have to install the codec.



AVI-Video

AVI ist ein weit verbreitetes Videoformat und wird auch von neueren DVD-Playern abgespielt.

Stellen Sie die gewünschte Auflösung ein und unter **„Komprimierung“** wählen Sie den entsprechenden Codec aus.

Prüfen Sie vorher, mit welchem Codec diese AVI-Videos erstellt sein müssen, damit Ihr DVD-Player diese abspielt (Betriebsanleitung). Prüfen Sie anschließend, ob dieser Codec bei Ihnen auf dem PC installiert ist. Falls nicht, müssen Sie den Codec installieren. Die **AquaSoft® SlideShow** liefert keine Codec mit.

In unserer [FAQ](#) finden Sie weitere Informationen dazu.



Bitte beachten Sie, dass ein AVI-Video nicht größer als 2 GB sein sollte. Die meisten Player spielen ein größeres AVI-Video nicht ab.

Nicht jeder Codec unterstützt alle Auflösungen.

WMV-Video

Dieses Format steht nur in der **AquaSoft® SlideShow Studio** zur Verfügung.

Für die Erstellung eines Videos im WMV-Format sollten Sie eine aktuelle Version des Windows Media Players installiert haben.

Beim WMV-Format können Sie eine sehr hohe Auflösung für das Video verwenden. Die fertigen Video können mit dem Windows Media Player abgespielt werden. Derzeit unterstützen nur wenige DVD-Player dieses Format.

6.4 Archiving a slide show

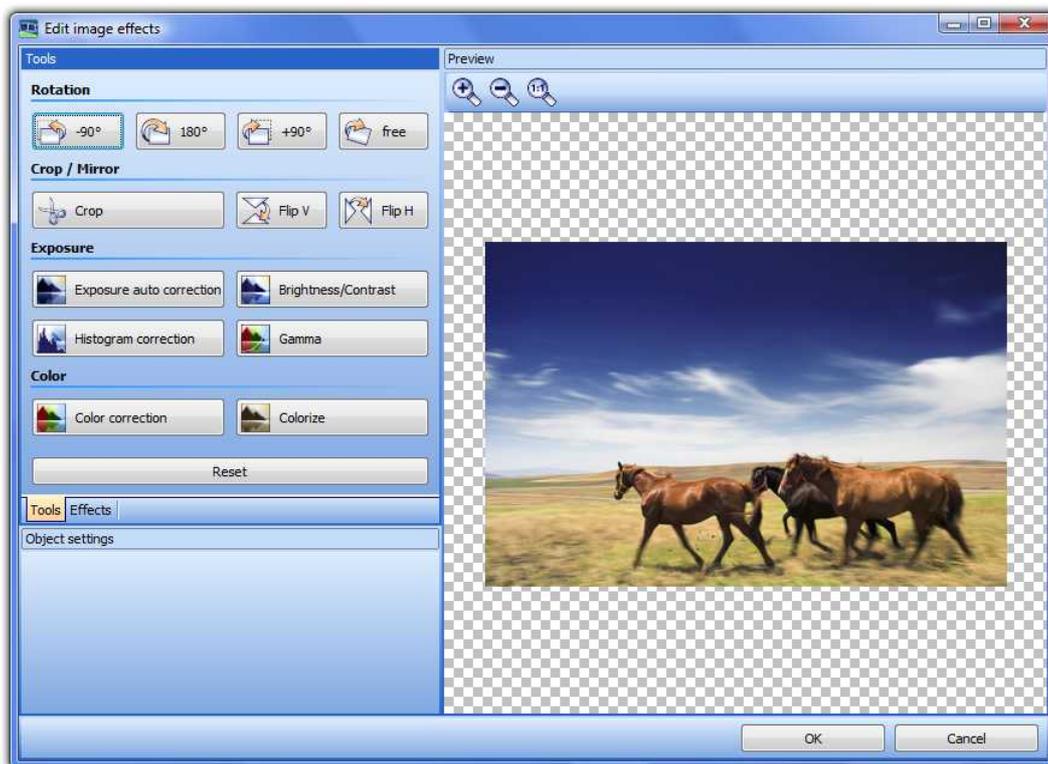
The **“CD/DVD and Archive Wizard”** offers you the opportunity to burn the complete show with all the data onto a CD/DVD or export it to an external drive.

This procedure is explained in the [PC Show](#) section.

7 Image editing

7.1 Integrated image editing

It is our goal to provide you with all necessary tools in one single program, the **AquaSoft® SlideShow**. Therefore we integrated image editing functionality that allows you to enhance your photos for the slide show. Of course there are specialized image editing applications that go far beyond the capabilities of the image editing module in **AquaSoft® SlideShow** but it should be possible to solve the most important tasks inside the program.



Use the right mouse button to click on the image and select the option "Optimize image". There are functions to crop and rotate images, for color correction, adjustment of brightness and contrast and some filters like blurring. By using the magnifying buttons (just like in "Layout designer") you can adjust the size of the display of the image or image segment.



None of the provided image editing functions modifies your original image.

The modification only affect the display of the images inside the slide show.

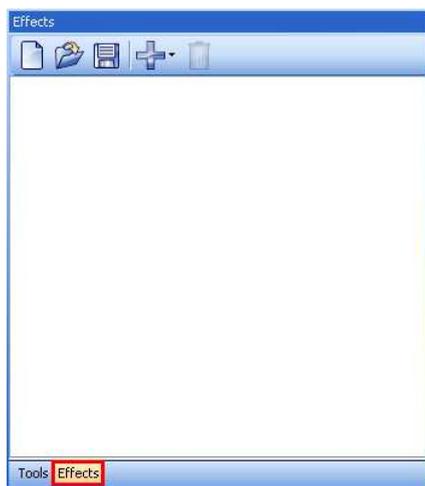
7.2 AquaSoft ® Image effects



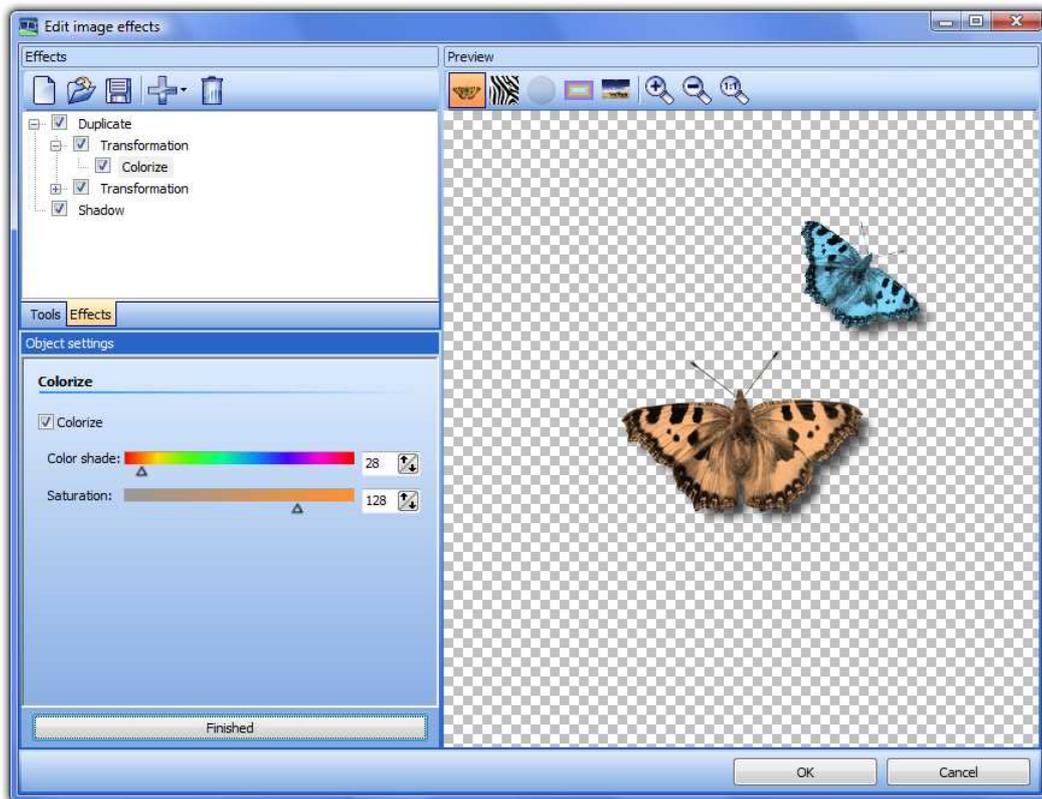
The **"Image effect editor"** is only available in **AquaSoft ® SlideShow Studio**.

With **"Image effects"** graphics can be optimized or spiced up. From a simple shadow over pleasing frames and collages to branched effect chains (Multiplicating) many things are possible. Complex effects are combined from different basic modules and allow non-destructive image editing (the original image always stays untouched).

When you click on an image in the **"Image list"** or **"Timeline"** you can select the menu item **"Optimize image"**.



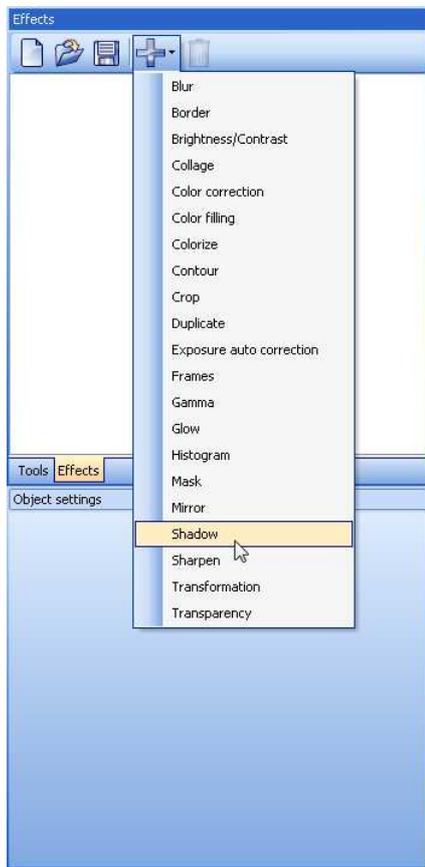
Under **„Effects“** the **"Image effect editor"** opens.



With the help of the *"Image effect editor"* those effects can be assembled and saved to be reused later. Let's just start with a [shadow effect](#) and improve our skills to create a ["self-border"](#) afterwards.

7.2.1 A simple shadow

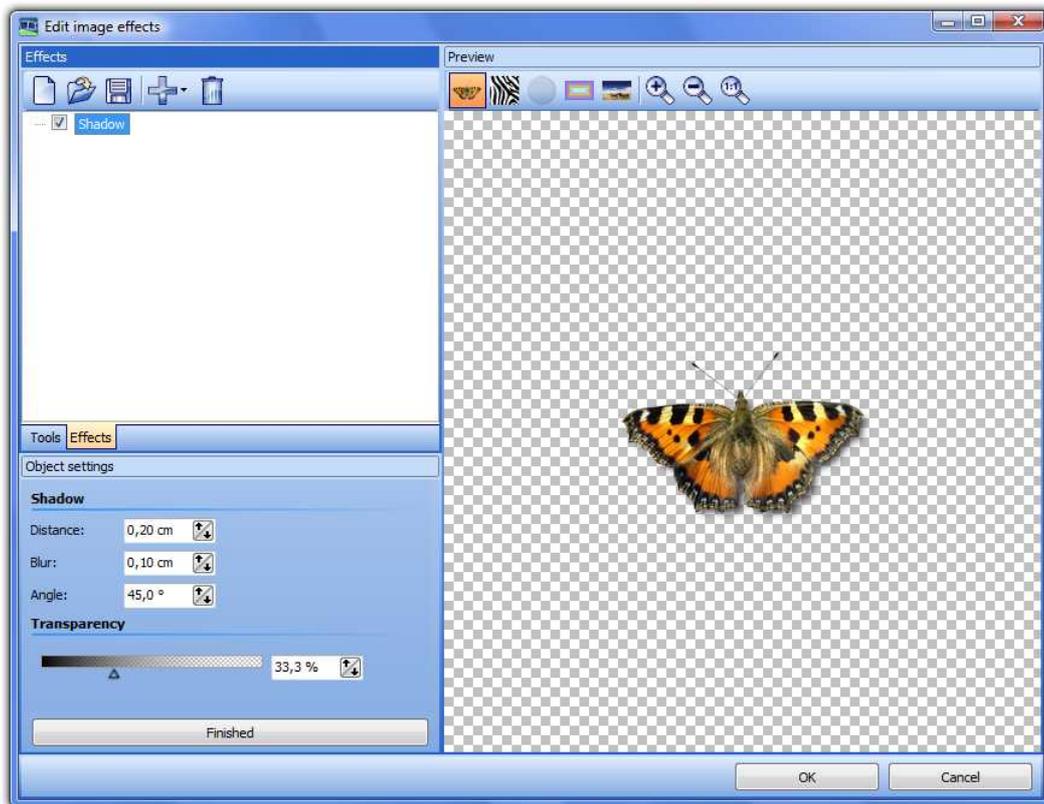
You need only a few clicks to assign an unobtrusive drop shadow to an image.



Sub-effects are simply added via the menu. Thus add the sub-effect **"Shadow"**.

Note: The number of available sub-effects in your version of the application can differ from that in the image above.

Now you can see that the shadow has been added to the previously empty **"effect list"**. On the right side of the dialog appear controls that let you adjust the settings of the shadow to your liking.



At the bottom-left the shadow effect is showcased on the butterfly graphic.

Each sub-effect can have very different settings. How each of them affects the result you can find out best by trial and error. In our specific example the offset of the shadow from the original image, the angle of the incidence of light, the strength of the blur and the transparency of the shadow can be specified.

That's all there is to it. Clicking „**OK**“ applies the shadow to your image. Of course, all the settings can still be edited later. The original graphic is never changed.

7.2.2 A "self-border" using multiplication and transformation

We want to achieve an effect that used the image itself to create a semi-transparent border. The result will look similar to the picture below:



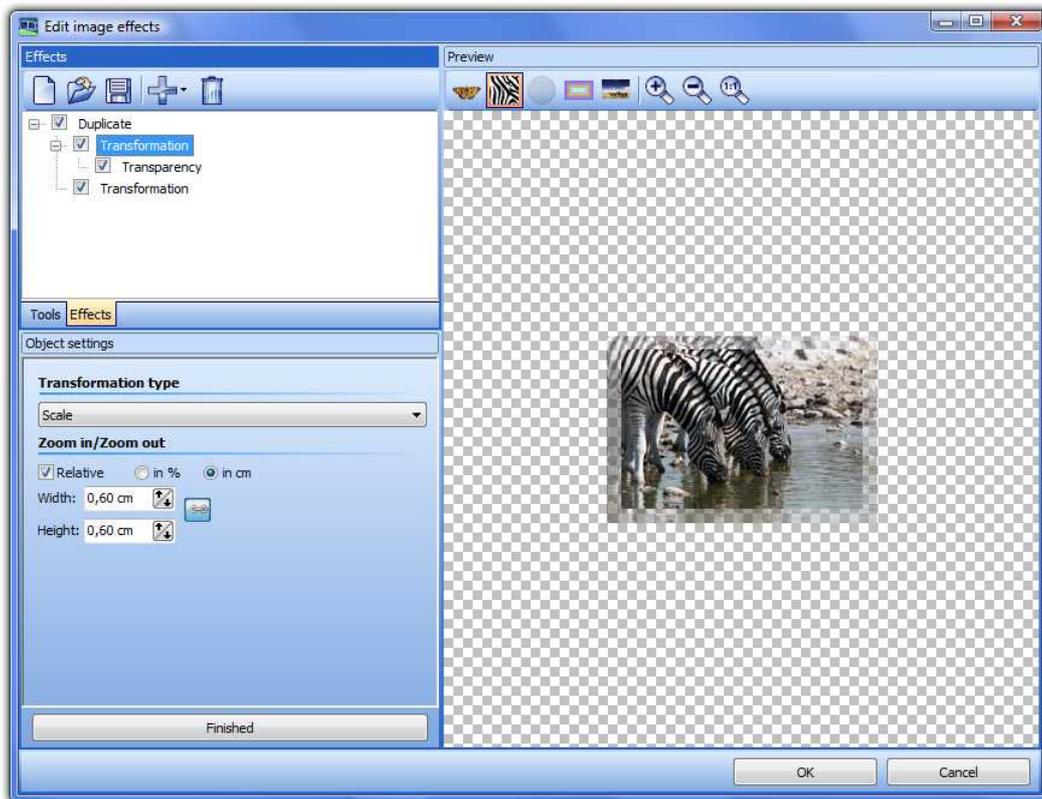
The basic idea of the solution looks like the following:

1. Enlarge the image and assign semi-transparency to it
2. Overlay the semi-transparent image with the original image

Here an important functionality is utilized that is also crucial for the creation of many other complex effects: Multiplication.

To achieve 2. at all a copy of the original image needs to be stored to be able to overlay the image that might already be changed by previously assigned sub-effects. The multiplication effect allows exactly this. By using it the normally flat list of effects will become a tree, because the multiplication effect can have child elements. The sub-effects can be moved around via drag&drop.

All effects that are children of the multiplication effect are "served" with that state of the image data source that has been current at the branching point, no matter in which way and how much a different child element has changed the image.



Here you see the completed effect: The multiplication effect got a transformation assigned as sub-effect that enlarges the image by a few millimeters. To that the transparency effect is assigned to make the image semi-transparent.

Now we need to use a little trick: To display the original image again we simply add a second transformation to the multiplication. Only this time no offset, rotation, etc. is set. So the image stays the same.

Note: Child elements of multiplication effects can have child elements themselves.

8 Wizards

8.1 CD/DVD- and Archiving Wizard

The [“CD/DVD and Archiving Wizard”](#) will be explained extensively in chapter [PC-Show](#).

8.2 Video Wizard

In order to show your show on the television, you can create a CD/DVD for the DVD player with the Video Wizard. You can access this under [“Wizards” -> “Video Wizard”](#).

An exact description of the wizard can be found in the [DVD Player](#) section.

8.3 SlideShow-Manager

The [„SlideShow-Manager“](#) allows to burn multiple shows to a CD/DVD. It creates a CD/DVD menu that allows to navigate to a certain show.

AquaSoft® SlideShow Studio already contains [„SlideShow-Manager“](#). If you're using **SlideShow Deluxe** and want to use [„SlideShow-Manager“](#) you can purchase it as a separate product.

You can find an extensive description of [„SlideShow-Manager“](#) in the help files of [„SlideShow-Manager“](#). A short description is included into this manual in chapter [DVD-Player](#).

8.4 Earth Pilot

With Earth Pilot you can spice up your slide shows with maps, flights in motion or the globe and with photos of the whole world. The Earth Pilot is a separate product and is available for purchase in our [online shop](#).

Please note that Google Earth™ is a trademark of Google Inc. You use the interfaces and data supplied by Google Earth™ on your own initiative and at your own risk. By using an AquaSoft product you also do not acquire any rights in a Google product. If you would like to use maps and image material in your presentations, please obtain the consent of the respective proprietor of the right. AquaSoft cannot impart this right to you.

8.4.1 Installation



In order to be able to use Earth Pilot, the Google Earth™ browser plug-in must be installed. If the plug-in is not yet installed, you will be requested to install it when Earth Pilot is started. To do so, simply click this [download link](#).

The Google web page should look approximately as shown on the left. Click “Download Google Earth plug-in now” and install the plug-in.

Before you can begin, you have to specify a target directory in which Earth Pilot is supposed to file all images and videos created, by clicking **“Settings”**.

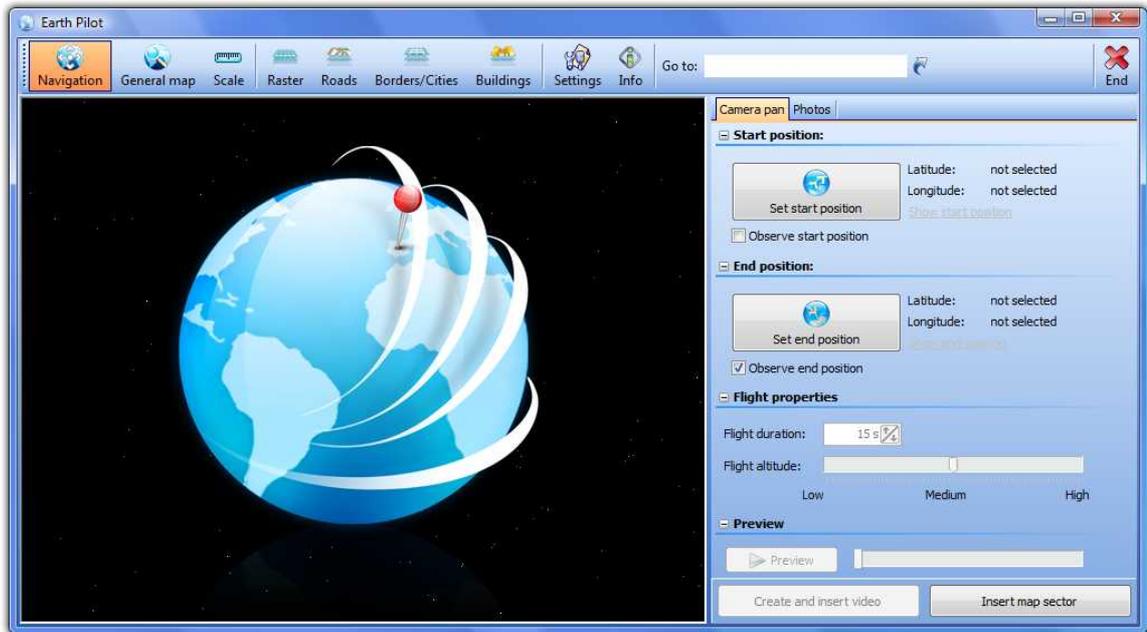
8.4.2 Navigation in Google Earth

You can navigate within the globe, as is usual with Google Earth™. You can move the globe with the mouse or move the navigation elements in the upper right-hand area.

8.4.3 Creating camera pans

A tracking shot always has a starting position and a final position. [Navigate](#) to a desired section of the map and click **“Set start position”**. Then move the map to the target and click **“Set end position”**. You can do that as often as you wish and in any desired sequence. In so doing, you have specified a camera pan, the trajectory of which you can see by clicking **“Preview”**. You can determine how long the flight should last by changing the details in the field **“Flight duration”**. The height of the flight is, on the one hand, apparent from the flight speed, however can be adjusted using the **“Flight altitude”** control.

Should you be satisfied with the flight, click **“Create and insert video”**. Then Earth Pilot begins to compute a video of the camera pan. This can last several minutes or even a few hours, depending upon the speed of your Internet connection, as well as your PC. Once the video is finished it is automatically inserted into your slide show. You can now exit Earth Pilot or compute further videos.



8.4.4 Inserting maps as images

[Navigate](#) to the desired section of the map and click **"Insert map section"**. Earth Pilot now generates an image of the map, saves it and inserts it into the slide show. You can then exit Earth Pilot or insert further map sections.

8.4.5 Downloading images

With their **"Panoramio"** service Google provides the option to load thousands of images from many places of the world. You visited Paris but didn't take a cool picture of the Eiffel tower? No problem, there are hundreds of photos taken by other people available. Simply [navigate](#) to the location of your choice and click **"Load images"**. Earth Pilot will now calculate the coordinates and show all suiting images in the list on the right side. Select one or more images and click **"Insert selected images"**. Now Earth Pilot will download the images and insert them into your slide show.

8.5 Sound Wizard

Using the **"Sound Wizard"** you can record spoken commentaries and noises with your images using a microphone connected to the PC.

You will find the **"Sound Wizard"** in the menu under **"Wizards"**.



You can save the resulting files in the slide show directory or in a separate directory.

Under **“Record-Settings”** you can decide the settings with which the commentaries should be recorded.

Then click **“Next”**.



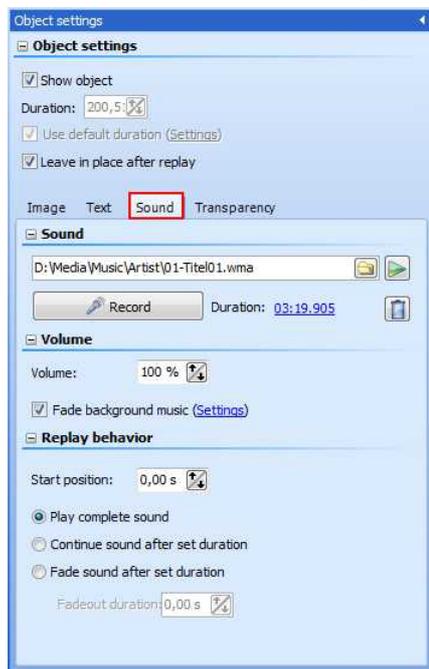
Now all the images in the show with which you can include a commentary will be shown to you in sequence. To do so, simply click **“Record”** and then speak your commentary on the relevant image. Should you make a mistake while recording, you only need to re-record the commentary for the selected image.



With **“Play back”** you can hear your recording. In order to get to the next image, click **“Next”**. Once you have finished recording, close the **“Sound Wizard”**.

The **“Sound Wizard”** automatically matches up your images with the commentaries recorded. You can find the recorded file in the **“Object settings”** of the relevant image. The recording can

also be played back here, using the  button.



The **“Sound Wizard”** can also be started directly from the **“Object settings”** of an image. For that there is the **“Record”** button.

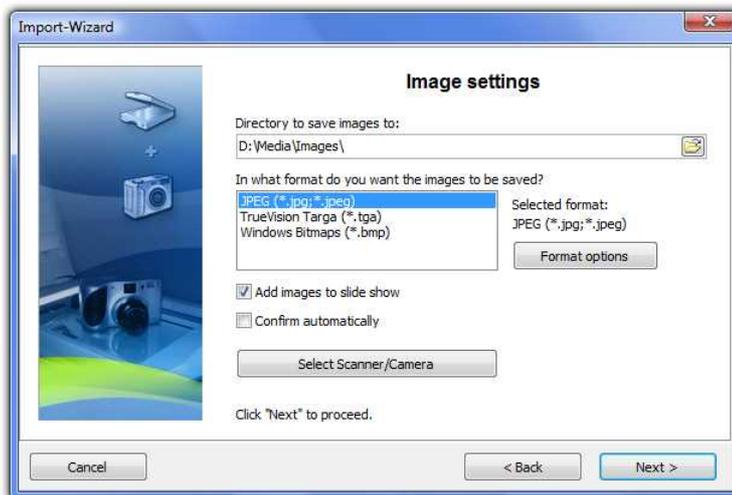


The length of the image is automatically adapted to the length of the commentary.

8.6 Import Wizard

With this wizard you can import your images from a scanner or from your digital camera, as long as these devices respond to the **“TWAIN32 interface”**. The images are saved and included in the **“Image List”**. They can either be improved with the editing function immediately or later.

You can access these under **“Wizards” -> “Import Wizard”**.



Specify a **“Target directory”** in which the images should be saved. Selected the desired file format and, if necessary, adjust the formatting options.

If the images are supposed to be directly included in the **“Image List”** of the slide show, enable this function.

Then select the scanner or camera.

Next click **“Next”** and then click **“Start”**. Your images are now imported.

8.7 PowerPoint Wizard

With the **“PowerPoint Wizard”** you can import your PowerPoint presentations into the slide show. A prerequisite is that MS PowerPoint (Version 8 or later) is installed on your PC.

During import the individual slides are saved as images. All animations and effects will be lost in the process, however.

You can start these under **“Wizards” -> “PowerPoint Wizard”**.

Specify the **“File name”** of the PowerPoint file to be imported.



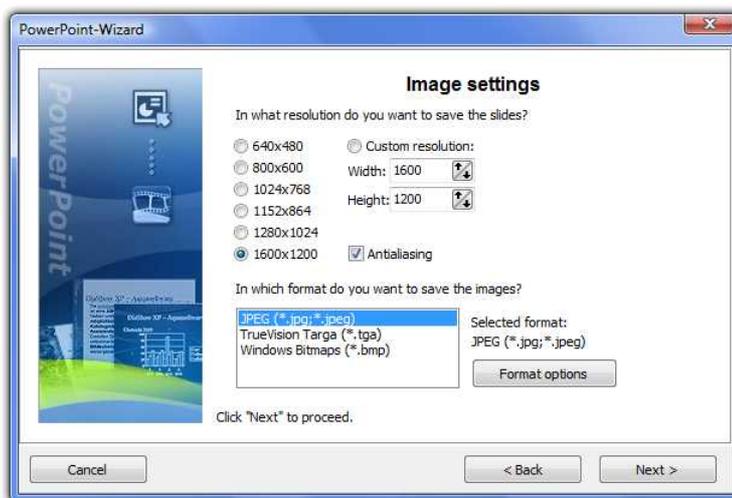
Then click **"Next"**.

Specify a **"Directory"** in which the images should be saved. You can use the slide name as the file name or use the form **"Imagexxx"**.



Click **"Next"**.

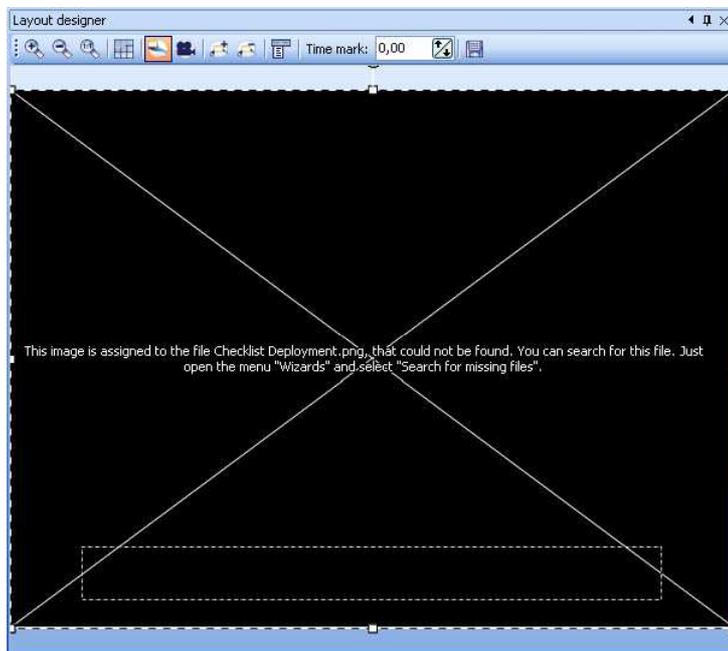
Now you can set the image options. Select the desired resolution and the image format. Under "Formatting options" you can configure additional settings relating to the image format.



Click **"Next"** and then click **"Import"**. The slides are now converted into image files and inserted into your slide show.

8.8 Searching for missing files

AquaSoft® SlideShow only saves links to your images and music which you use in the slide show. Should you move, delete or rename your images. **AquaSoft® SlideShow** can no longer access them. You will then see the following notice in the **"Layout Designer"**.



AquaSoft® SlideShow cannot retrieve/recover deleted images.

Under **"Wizards"/"Search for missing files"** you can call the Search Path Wizard.



Here you have several search possibilities.

If you are not sure where the files sought are located now, activate the automatic search.

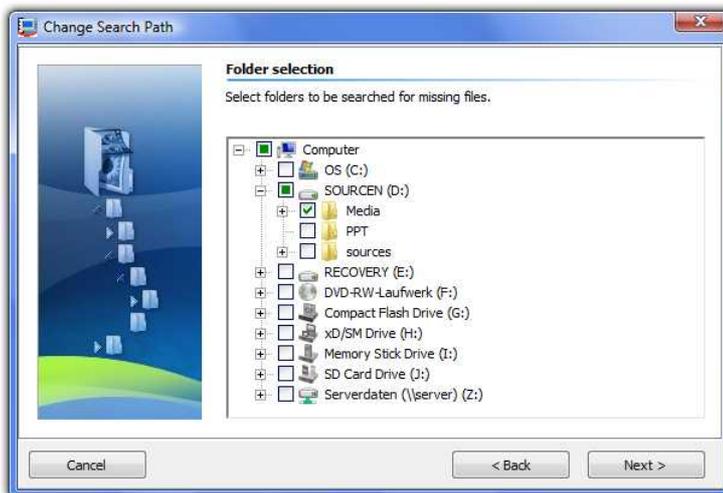
If you know exactly in which directory your images are located, you can also directly specify the path.

If you want to convert the path from absolute (details of paths are saved in their entirety) to relative (details of paths are saved in relation to the location of the ADS file) or vice versa, select the relevant option.

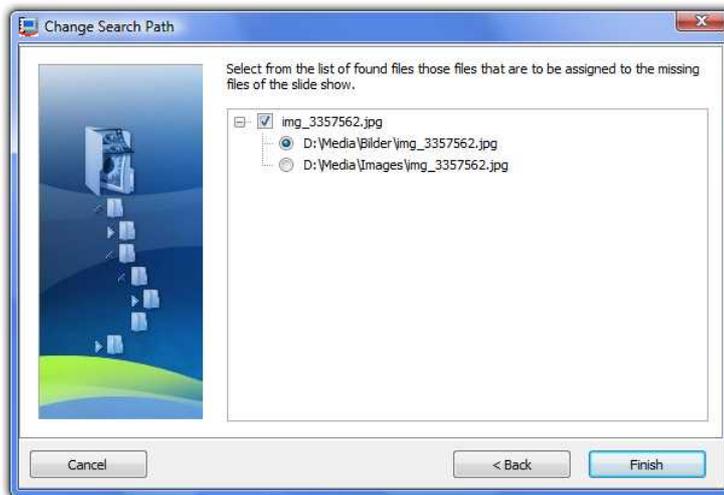
Then specify the entries that should be adapted.

Click **“Next”**.

Now select where your images should be sought.



Click **“Next”** and the search starts. Afterwards the results of the search are shown to you.

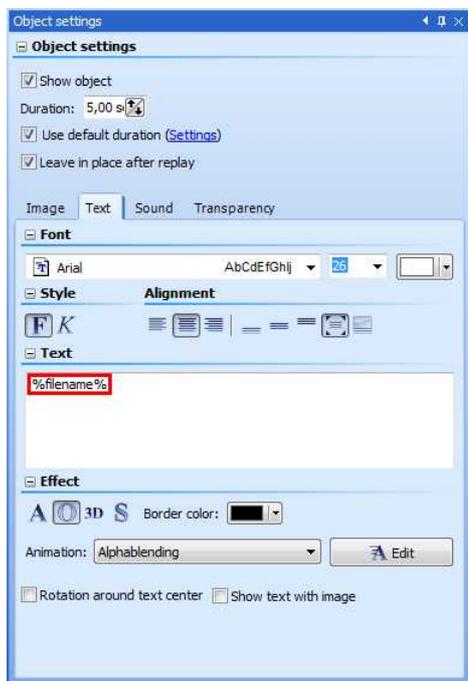


Click **“Finish”** and your slide show is updated.

9 Variables

In **AquaSoft® SlideShow** there is the possibility of having certain image information displayed as a text in the image, e.g. the date taken, the file name or the path to the image. This occurs by means of **“Variables”**.

These have to be specified in the format below in the **“Text”** field in the **“Object settings”** of an image:



In principle, **“variables”** have to be enclosed between two **“%”** signs.

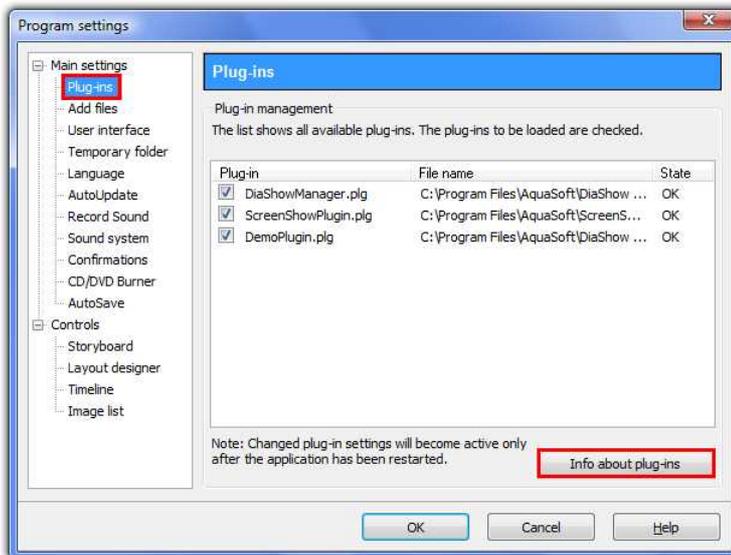
In the **“Layout Designer”** you will then see the implementation of the **“Variables”**.



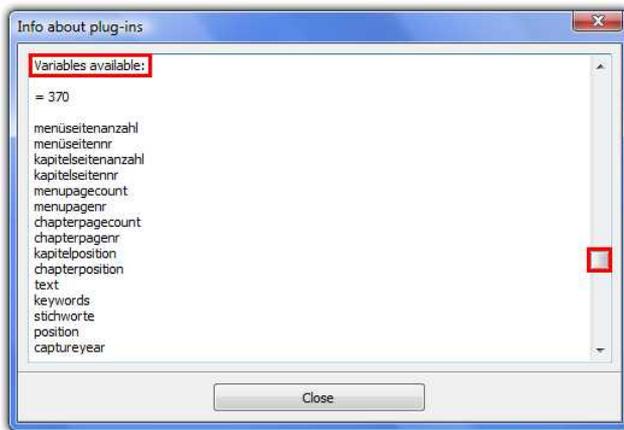
“EXIF information” on your images can also be included using **“Variables”**. In that respect, your image must contain **“EXIF data”**.

You can check this by clicking on an image and then having the **“meta-data”** displayed under **“View” -> “Controls”**. Should these be empty, your image does not contain this data.

You will find a **“list”** of all possible **“variables”** in the program under **“Tools” -> “Program settings” -> “Plug-ins”**.



Via the **“Info about plug-ins”** button a window is opened, in which the **“variables”** are listed.



You have to scroll down a bit in order to get to the **“list”** with the **“variables”**.

10 Settings

10.1 Slide show settings

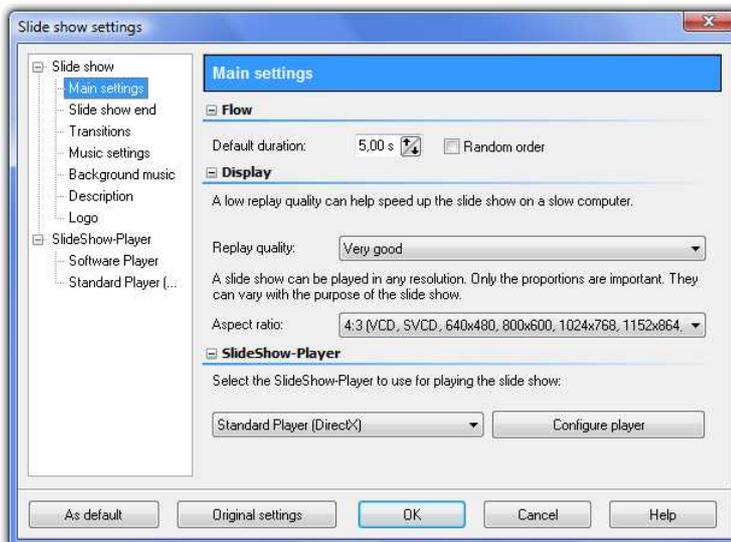
The slide show settings can be individually decided for each slide show.

Under **“Slide show”** -> **“Settings”** you can access the window for the **“Slide show settings”**.



You can also access the settings directly via the button in the menu bar.

Basic settings:



Here you can change the **“Standard exposure time”** of your images, as well as select a **“Random playback sequence”** for your images.

You can adjust the "display quality" according to the performance of your computer here. The higher the quality the higher is the required performance. This setting is of no importance during the creation of the video. It concerns the quality when replaying the show using the **AquaSoft® SlideShow Player**. If the "display quality" is too high for your PC this can lead to a jerky replay

experience of your show.

You can likewise set the **“Aspect ratio”** of your show here. Should this not correspond to the aspect ratio of your images, you will get edges or you fit your images into the desired aspect ratio.

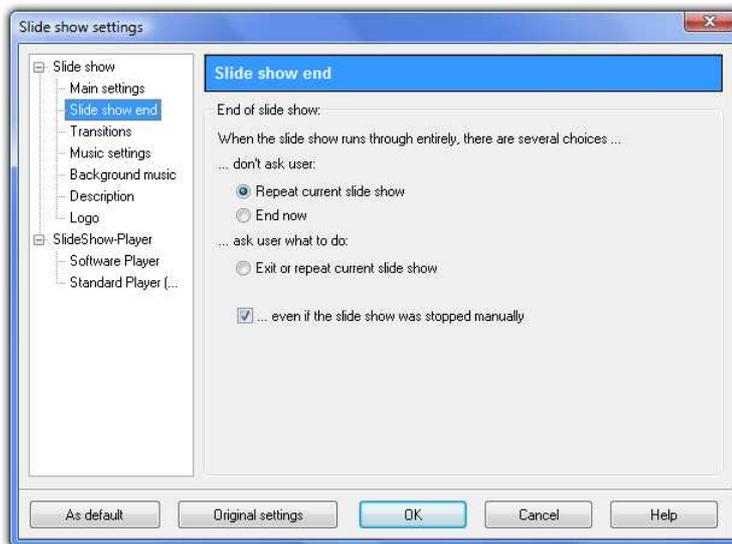
Under **“SlideShow Player”** you can choose between the **“Software Player”** and the **“Standard Player (DirectX)”**. For the **“Standard Player (DirectX)”** a DirectX 9c-compatible graphics card with at least 64 MB memory is required. It is also mandatory that you use the manufacturer’s current graphics card driver!

If you still have an older graphics card or one with little memory please use the **“Software Player”**. If your show is set to use the **“Standard Player (DirectX)”** it will be checked if it is possible to use it with your graphics card before playing the show. If this isn’t the case the **“Software Player”** is used automatically.

The **“Standard Player (DirectX)”** is considerably more powerful than the **“Software Player”**, however a corresponding graphics card is required.

You will find settings for the corresponding **“SlideShow Player”** further on in this section.

Slide show end:



Here you can decide what is supposed to happen at the end of the slide show played back.

Transitions:



Here you can select which transitions are supposed to be included in the **“Random transition”**. All those with green check marks are included, all those with a red cross are not included.

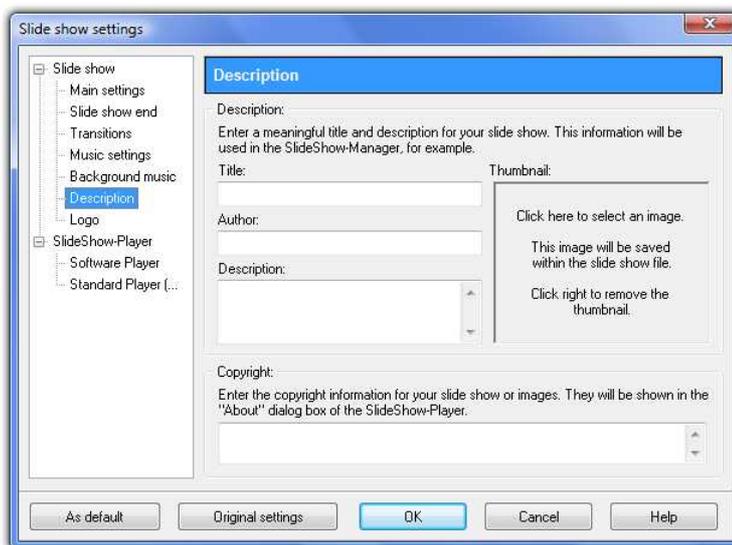
Music settings:

The music settings are explained in further detail [here](#).

Background music:

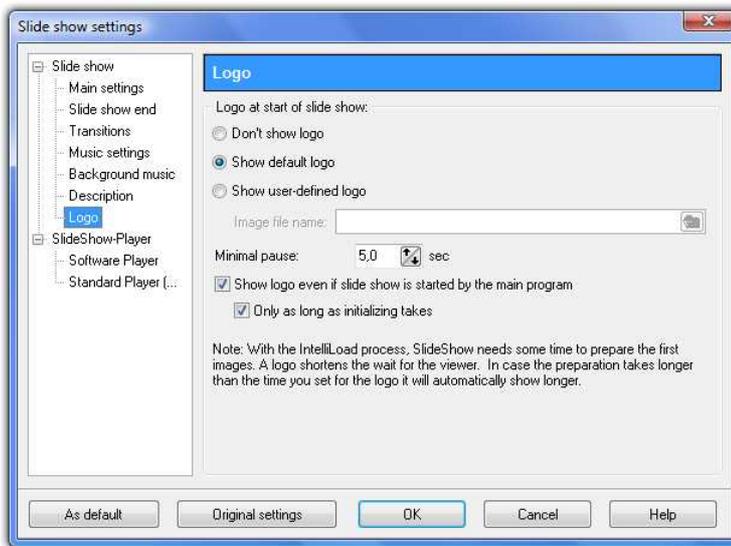
The topic of background music is dealt with in detail [here](#).

Description:



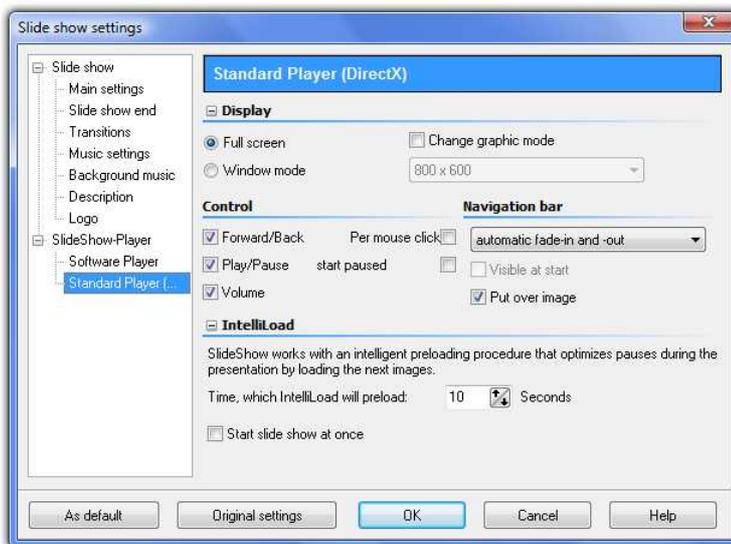
You can individually personalize your show. Here you can specify a title, author and a description of your show.

Logo:



If you want to start your show with a „**Logo**“ you can select and image here. You can also simply omit a logo.

Standard player:



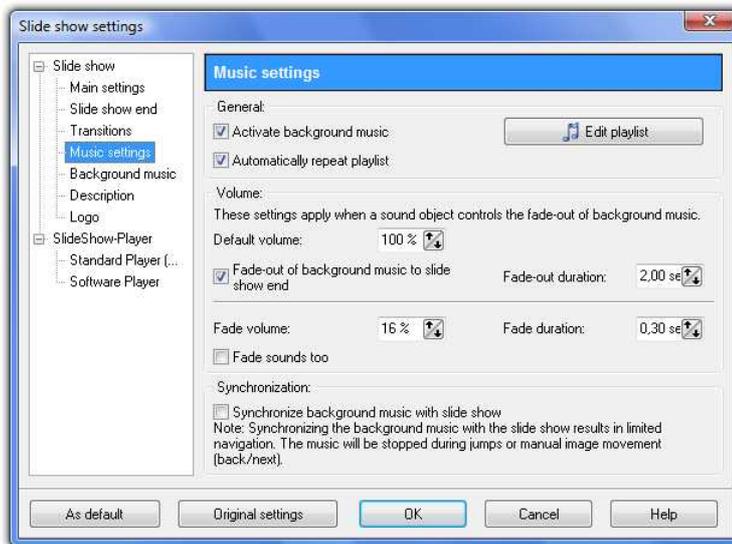
The **AquaSoft SlideShow Player** takes on the task of playing back a slide show. Here you can decide the settings for it. First check which **“SlideShow Player”** you are using. You will see this in the **“Basic settings”**.

The **“IntelliLoad”** specifies how many seconds of the show should be loaded in advance.

If you want to use the selected settings as default for every new slide show then click **„As default“**. These settings will then be automatically assigned to all future shows. By clicking the button **„Original settings“** you can reset all settings to the factory values.

10.2 Music settings

You can reach the music settings via **“Slide Show” -> “Settings” -> “Music settings”**.



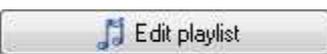
The **“Music settings”** can be set as desired for each show. The standard settings are illustrated.



You decide here whether background music is supposed to be included in your slide show or not.



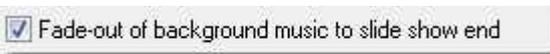
In the **“Background music”** menu you can insert several tracks to provide background music for your show. Here you can decide whether this list should be repeated if all tracks have been played and the slide show has not yet come to an end.



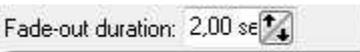
Via this button you can access the **“Background music”** menu and can remove or insert tracks there.



Here you can set at what volume the tracks should be played back (100% = full volume).



The background music can be gently faded out towards the end of the slide show or simply broken off.



Here you can specify the length of the fading out.



If you use **“Sound”** objects or have recorded commentaries for your images in your show, it is expedient to fade out the background music when playing back these objects. Specify here to what volume the sound should be faded out.

0% = Fade out completely

100% = Do not fade

Fade duration: 0,30 se 

Determines over what period of time the music should be faded.

Fade sounds too

Here you can specify whether the background music should also be faded with included **“Sound”** objects.

Synchronize background music with slide show

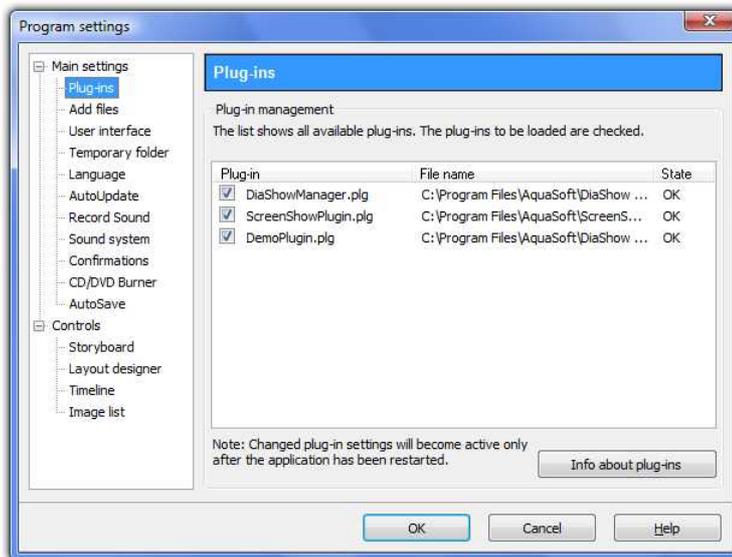
If you use breaks and continue manually during the show, you can decide whether the music should also be interrupted during an image break, or whether it should continue. If a check mark is placed, the music stops during a break.

10.3 Program settings

The **“Program settings”** refer to the basic settings of the program and not to the individual settings for your slide show. For the slide show created by you, the [slide show settings](#) are decisive.

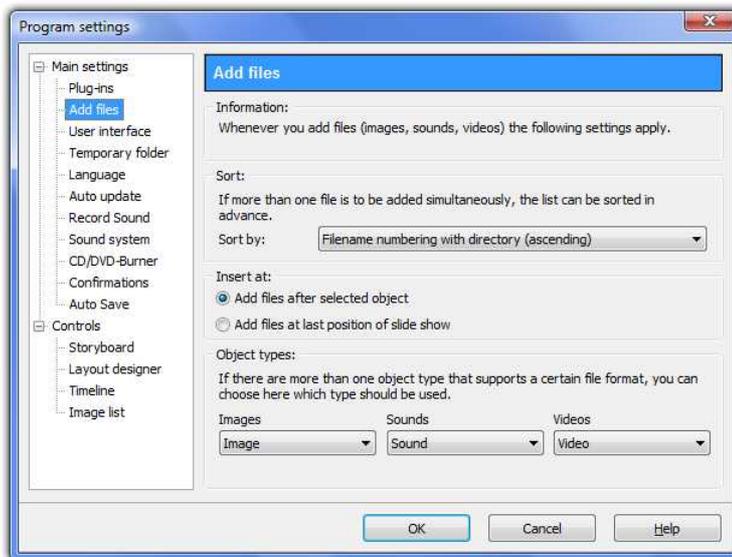
Under **“Extras” -> “Program settings”** you can access the program settings.

Plugins:



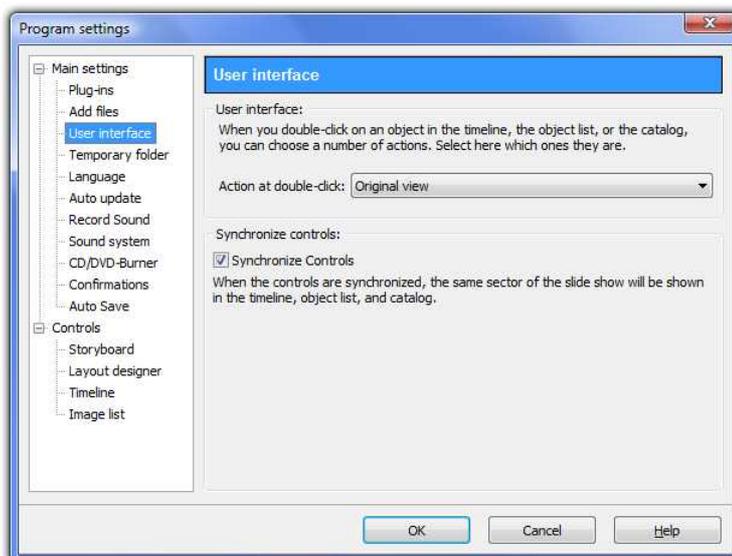
Contains a list of all plug-ins additionally installed which have been installed by additional **AquaSoft** applications.

Add files:



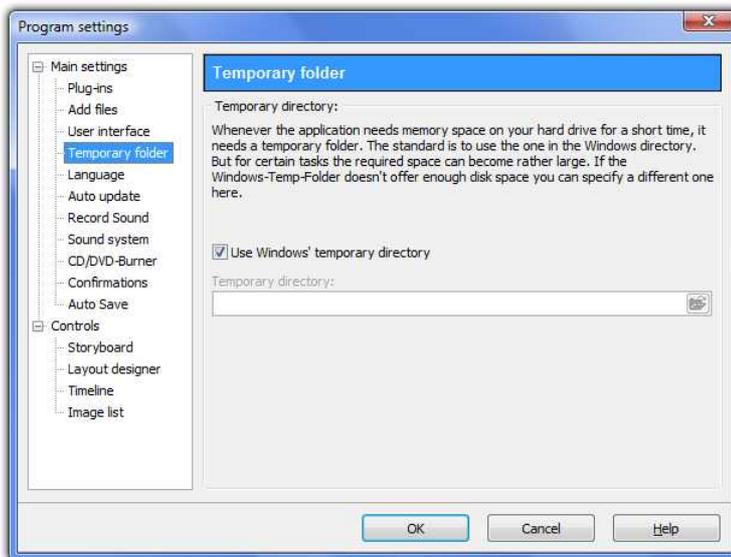
Here you can determine how files are supposed to be inserted into a slide show and how they should be arranged in this slide show.

User interface:



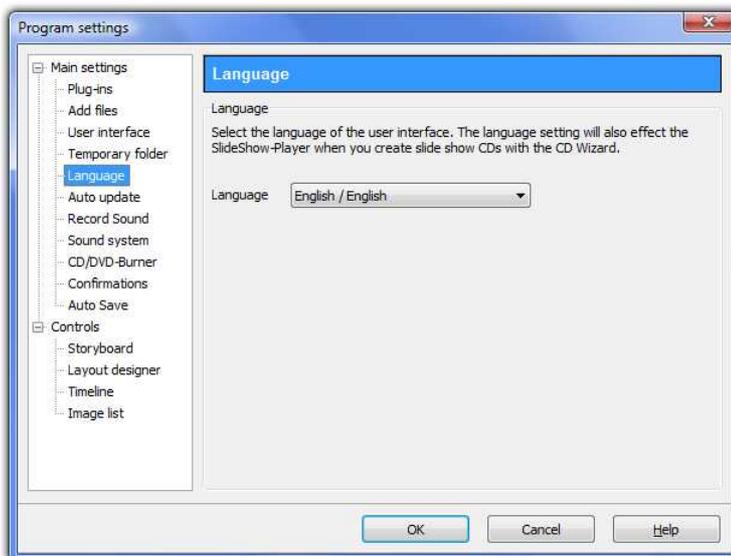
Here you will find additional setting options for the user interface of **AquaSoft® SlideShow**.

Temporary directory:



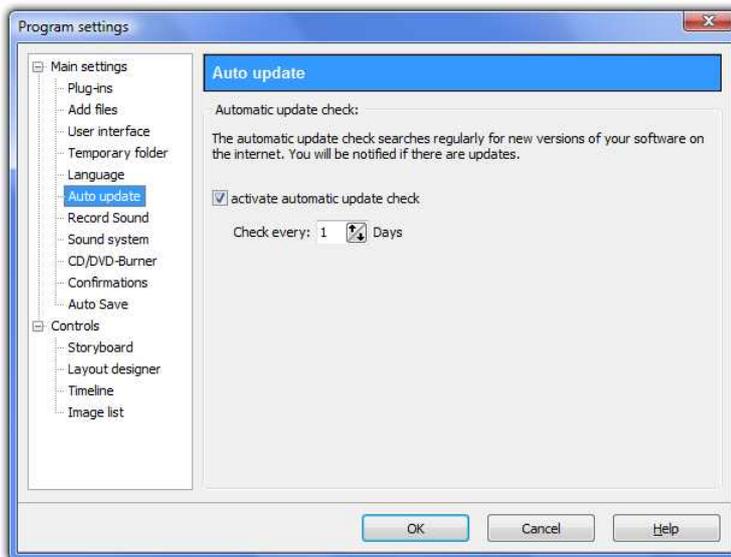
AquaSoft ® SlideShow from time to time requires temporary disk space on the hard disk. Here you can specify in which directory temporary files may be buffered.

Language:



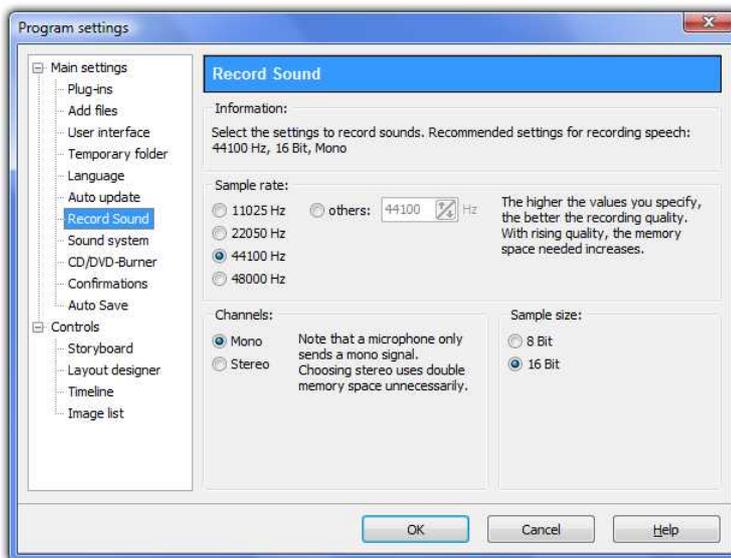
AquaSoft ® SlideShow supports several languages, which you can change here.

Automatic update:



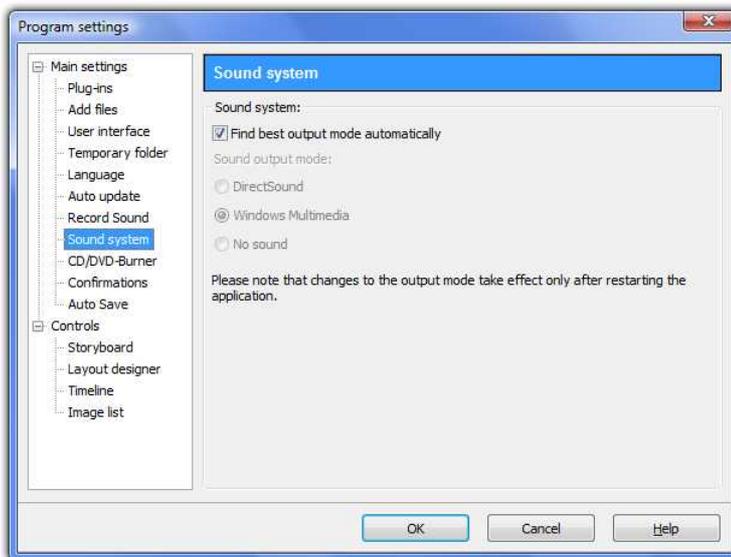
Here you can set the intervals at which **AquaSoft® SlideShow** is supposed to check for updates.

Record sound:



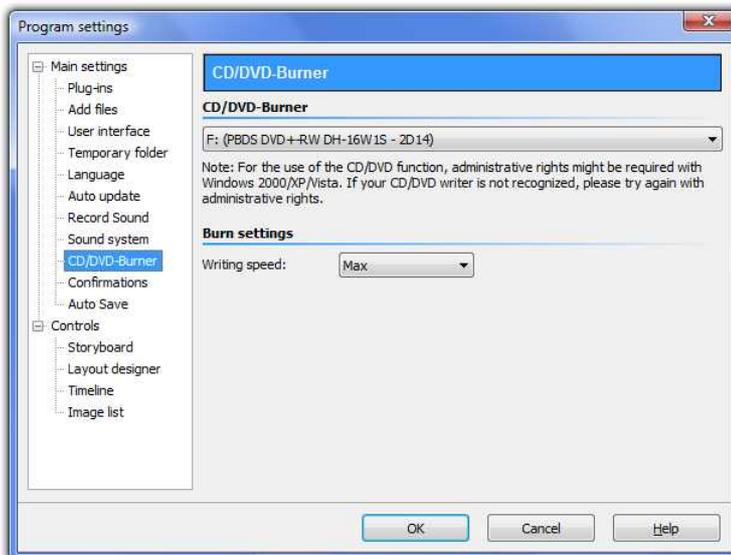
Using the **“Sound Wizard”** you can record spoken commentaries with your images by means of a microphone connected to your PC. Configure the recording settings here.

Sound system:



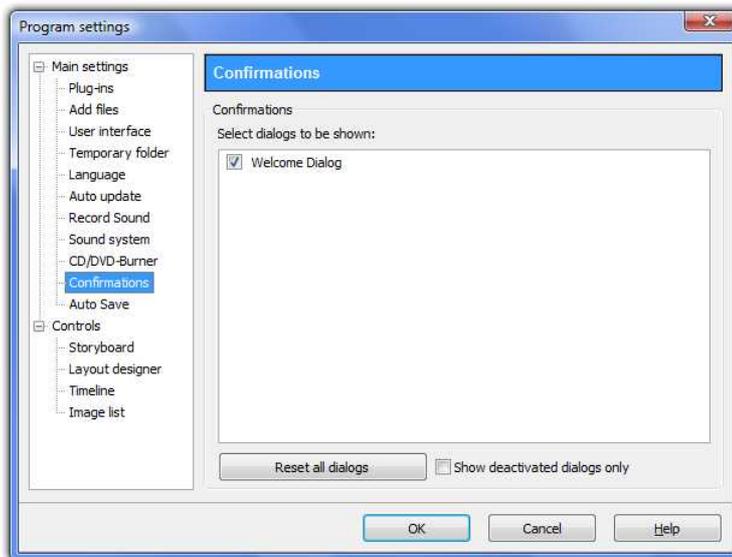
The **“Sound system”** takes on the task of playing back the music included in the slide show. Should you have irregularities when playing back the music, set the setting to **“Windows Multimedia”** here and then restart **AquaSoft® SlideShow**.

CD/DVD writer:



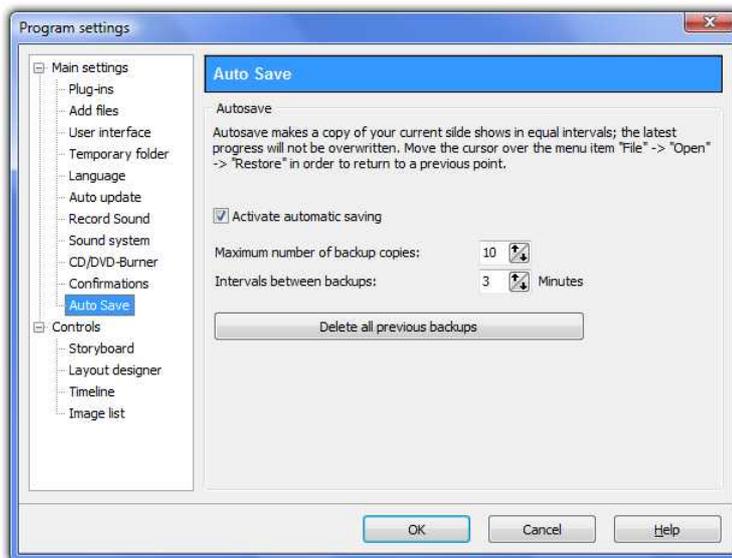
Here the recognized CD/DVD writers are shown.

Confirmation:



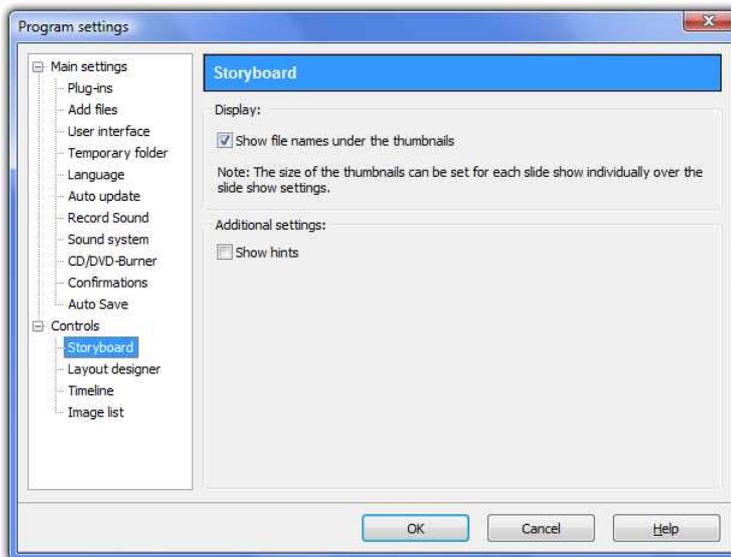
Select the dialogs to be shown here.

Automatic saving:



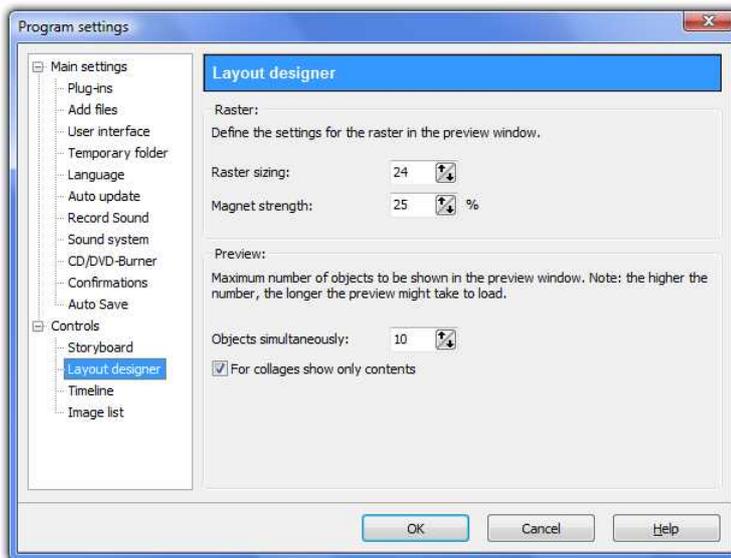
Here you can determine whether backup copies should automatically be generated while you are working on a slide show. Under **"File"/"Open"/"Restore"** you can access an earlier status of your work.

Storyboard:



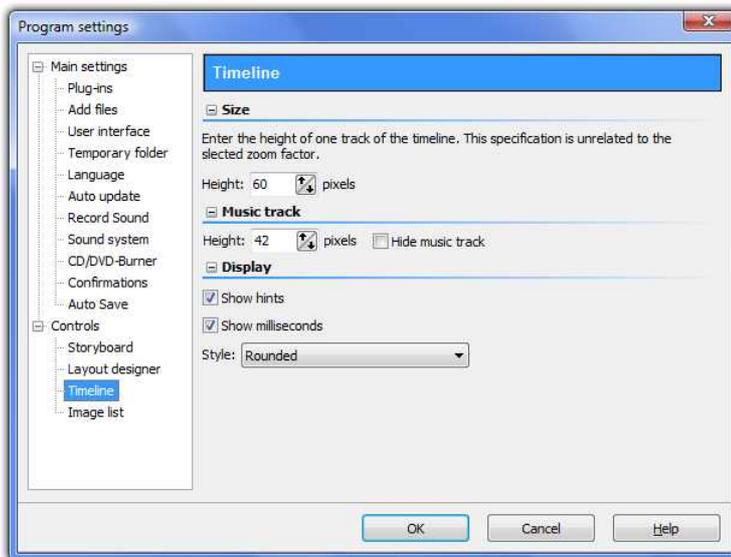
Configure your settings for the **“Storyboard”**.

Layout designer:



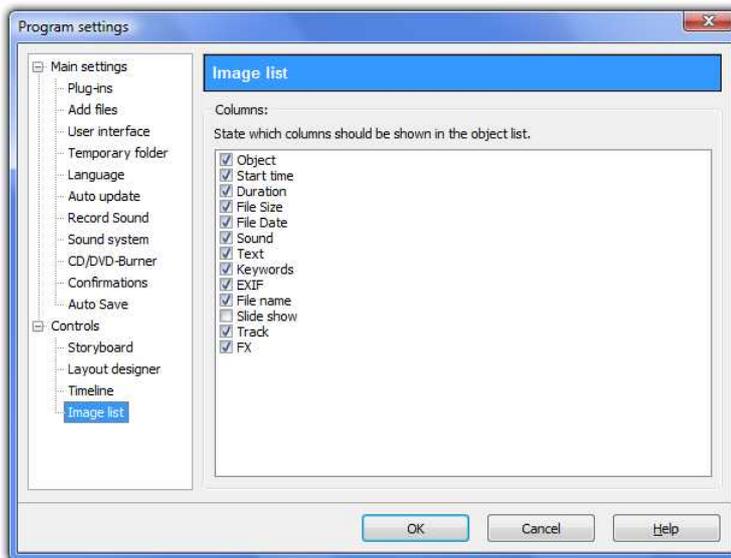
You can configure settings for the **“Layout designer”** here.

Timeline:



Configure the settings of the **“Timeline”** here.

Image list:



Here you can select which information should be displayed in the **“Image list”**.

11 Technical information

11.1 Common preparations

Directories

In order to achieve a good result quickly and effectively, you can make some minor preparations in advance. **AquaSoft® SlideShow** saves an image list and, in that respect, keeps an eye on all directories specified.

Image format

AquaSoft ® SlideShow supports, inter alia, the following image formats.



As background sound the following file formats may be used:



Please note that MID and RMI files cannot be used when creating the video with the Video Wizard.



Only use unencrypted music tracks for your slide shows. For legal reasons, **AquaSoft ® SlideShow** does **not** support the use of music tracks which have been encrypted by DRM or similar procedures.

11.2 Installation

To install **AquaSoft® SlideShow** we suggest at least the following system setup. More resources will lead to higher quality playback:

Hardware

CPU - 1 GHz

Graphics board - DirectX 9c-compatible graphics board with 64 MB RAM for use of the DirectX-player. For older graphics boards the Software-Player is available to play slide shows.

RAM - 512 MB

Harddrive - 150 MB (burning (S)Video-CDs may need space up to 1,2 GB for a short time, burning Video-DVDs may take up to 10 GB temporarily)

CD/DVD-burner - (optional)

Operating system

Windows 2000, XP Home and Professional, Vista

not supported are the operating systems:

DOS, Windows 3.x, Windows 95, 98, ME, Unix, Linux, Apple Macintosh, Novell, etc.

11.3 Full screen mode with different screen resolution

You can modify the graphic mode for the full screen display in the player settings. When switching the screen resolution Windows can only assign a fixed or no frame rate at all. Since we can't know your graphics card/monitor combination we omitted the assignment of a fixed frame rate. This was done to prevent any danger for your monitor. Windows automatically switches to one of the possible modes, which you can change yourself. (see Control panel -> Display -> Settings)

This hint is only of interest if you want to work with a modified full screen mode. The problem does not exist in window mode.

12 Order info

The easiest way to order a product by AquaSoft is to visit our website at shop.dvd-photoshow.com. Here you can always find the newest offers and also bundles (combinations of several products), which you can save a lot of money with. In addition you'll receive the newest updates.

13 Other programs by AquaSoft

AquaSoft SlideShow is just one of many useful programs created by AquaSoft. On the following pages you can find additional programs with interesting features and useful enhancements.

13.1 AquaSoft® Barbecue

The new image processing software **AquaSoft® Barbecue**



The new image processing and managing software **AquaSoft® Barbecue** is photo studio as well as image factory. With just a few clicks you design your images yourself. The new built-in undo functionality makes mistakes practically impossible. Macros are being created using the mouse - as easy as never before. All steps in the process can be saved and are reusable for an unlimited amount of images. **AquaSoft® Barbecue** takes into consideration the development of digital photography. Therefore we integrated JPEG-2000 and the reading and writing of EXIF data. Thus **AquaSoft® Barbecue** becomes a must for all owners of digital cameras. An extensive manual in PDF format is waiting for you, as well.

Some features:

- changing resolution and formats
- evaluating EXIF data and their use as renaming information
- static integration of water marks, stamps, logos, texts and own drawings into the image
- zoom functionality
- extensive image editing program

For instance you can convert hundreds of blue-cast, to dark 640x480 BMP images into colour corrected 320x200 JPEG images, for which you can set the compression rate, that are fit for the Internet. Especially the integration of image editing, file conversion, the writing of JPEG2000 and Lurawave into an automated batch conversion makes it a program that the community has been waiting for for a long time.

In short, **AquaSoft® Barbecue** is a batch-image-converter with image editing functionality.

More information on the Internet: www.barbecue.aquasoft.de

13.2 AquaSoft® DiscMenu

AquaSoft® DiscMenu - Your professional CD-ROM-Publishing-System



You have the best contents but nobody looks at them? Endless amounts of data can be stored on CDs or DVDs. But it needs a lot of care to make these data accessible to the user. What if you could organize the contents of your CD through easily to create HTML-pages? Great idea! What's missing now is a suitable environment because a normal web browser for displaying the page neither looks professional nor does it provide the opportunities to customize its look. On top of that there are quite a few obstacles to overcome. Good that there is **AquaSoft® DiscMenu**.

The start menu for your CD or DVD:

- the auto-start menu for your installation file and other applications
- the business card of your company with navigation
- your product presentation on CD or DVD as advertisement
- the information system for your documentation
- a new way for your multi-media application

You want to distribute eLearning-products or start eBooks, audio books, movie or sound files from CD?

AquaSoft® DiscMenu provides the features of a multi-media authoring system!

More information on the Internet: www.discmenu.aquasoft.de

13.3 AquaSoft® Multimediawerkstatt

Multimediawerkstatt - digital learning - a child's play



AquaSoft® Multimediawerkstatt is a software for playfully learning the use of computers and media. Designed for children in grade school **Multimediawerkstatt** is an open creativity platform that combines painting, writing, voice recording and presenting in one program.

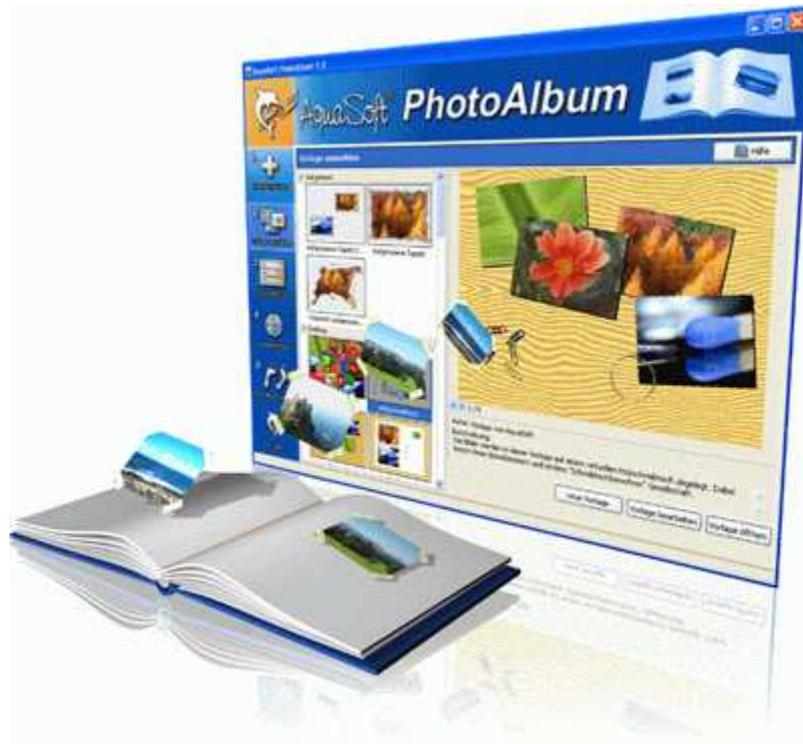
Intuition and esprit - childlike fantasy burnt on CD

Due to its intuitive comprehensibility **Multimediawerkstatt** is particularly suited for young students and users without any computer experience. Almost in no time adventures are cast in digital format, and different sources are connected to self-running presentations. Just like a slide show are the stories of our children replayed on computer or burnt on an auto-starting CD. A multimedia software with esprit for school and leisure time.

More information on the Internet: www.multimediawerkstatt.aquasoft.de

13.4 AquaSoft® PhotoAlbum

AquaSoft® PhotoAlbum - Get more out of your photographs



Digital photos are great but they aren't everything. You will come to a point where you wish you could look at them in print. That's way you can say, paper photographs are alive and well.

With **AquaSoft® PhotoAlbum** you can offer more than just lose photos to the admirers of your artwork. No boring albums but exciting effects give your pictures center stage. Whether you want to spice up your desktop, produce creative photo books or wake up your printer from its hibernation is up to you. In **AquaSoft® PhotoAlbum** everyone finds what is needed.

And these are the three easy steps:

- adding images
- selecting a template
- creating the photo album

AquaSoft® PhotoAlbum already comes with many prepared templates. But with the integrated template editor you can design your album to the smallest details yourself, as well. There are no limits. Title pages, chapters, thumbnail view (contact print) and much more can be designed and positioned. Create professional photo books just as easy as funny ones, e.g. with pictures that seem like pasted in.

Enough of always the same desktop wallpaper? With the integrated Desktop-Album you can revive the memories of your last holidays. It's not just a simple one-after-the-other of your photos but they are professionally embedded in an interesting environment.

More information on the Internet: www.photoalbum.aquasoft.de

13.5 AquaSoft® PhotoKalender

AquaSoft® PhotoKalender - Your photos, around the year.



There's always a time to give gifts. So, what's more suitable than to give a calendar, then?

AquaSoft® PhotoKalender is a universal program for the creation of customized calendars. Ready-made templates ensure the desired result with just a few clicks.

And these are the three easy steps:

- adding images
- selecting a template
- creating the photo calendar

AquaSoft® PhotoKalender already comes with many prepared templates. Calendars for printing or your desktop, for giving away or keeping. Cover pages, any number of pictures per page, appointment books, weekly, monthly, yearly calendars, etc. - leave room for your creativity. Create new calendar layouts to the smallest detail with the help of the integrated template editor. Whether simple, advanced, funny or formal - everything can be achieved in a professional manner.

Specify birthdays and appointments. Every event will be displayed with photos on the correct day. PhotoKalender also imports your appointments and birthday list from MS Outlook.

The Desktop-Kalender brings your photos as a photo calendar to your desktop, including your specified events. This too includes your MS Outlook events.

More information on the Internet: www.photokalender.aquasoft.de

13.6 AquaSoft® ScreenShow

AquaSoft® ScreenShow - Take a break and enjoy your pictures.



People always have been charmed by moving pictures. Put the magic of your photos on your screen. With **AquaSoft® ScreenShow** you can create your own photo screen savers with impressive transitions and background music. And it can be done with just a few mouse-clicks. You can use these screen savers on your own PC or you can distribute them, e.g. per eMail.

And these are the three easy steps:

- adding images
- entering a title
- creating the screen saver

More information on the Internet: www.screenshow.aquasoft.de

13.7 AquaSoft® WebShow

AquaSoft® WebShow - Waltzing from a photo to a website



While the Vienna Waltz uses three steps converts the program **AquaSoft® WebShow** your photos into a ready-to-go website. That's right! In just three steps a complete website is created including picture frames, background, thumbnail navigation and, if you wish, transition effects.

And these are the three easy steps:

:

- adding images
- selecting a template
- launch the website

Whether for family or for presentations in the company, for you it is important to embed your photos and pictures into a pleasing Internet site with just a few clicks. From the abundance of web templates you can create a professional web project with overview page (thumbnails), navigation buttons and comments.

And those who want can dance the foxtrot. Then there is a fourth step available for setting the page properties where all possible configuration can be made. E.g. you choose a picture frame, a certain background color, a button style - even whole themes are available. Due to the powerful, XML-based scripting language of the templates you can create your very own templates, as well. There are virtually no limits: you can use everything that is supported bei HTML, PHP, ASP, Javascript etc. Again, you can but you don't have to. Because **AquaSoft® WebShow** has almost everything prepared for you.

More information on the Internet: www.webshow.aquasoft.de

14 AquaSoft ®

14.1 If you have problems

The AquaSoft-homepage offers software on the topics of education, image editing and image management as well as further shareware and freeware for download.

Visit our homepage at www.dvd-photoshow.com. You will find downloads, FAQ, forums and information on our products.

If you have trouble with an AquaSoft product or questions, criticism, praise, please proceed as follows:

- Check the manual or the according help file.
- Try finding an answer in the FAQ (Frequently Asked Questions).
- Visit the according forum. There users can exchange experiences and can ask questions. Write your own entry. Sometimes it is easier for another user to understand the question than for a whole team of developers - and the answer might come quicker, too.
- Only after those steps didn't succeed, write or call us. We take your suggestions as important help, but we also need time to advance the software.
- The contact email address is: info@aquasoft.de

AquaSoft SlideShow - Help

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Visit us on the Internet:
www.dvd-photoshow.com

